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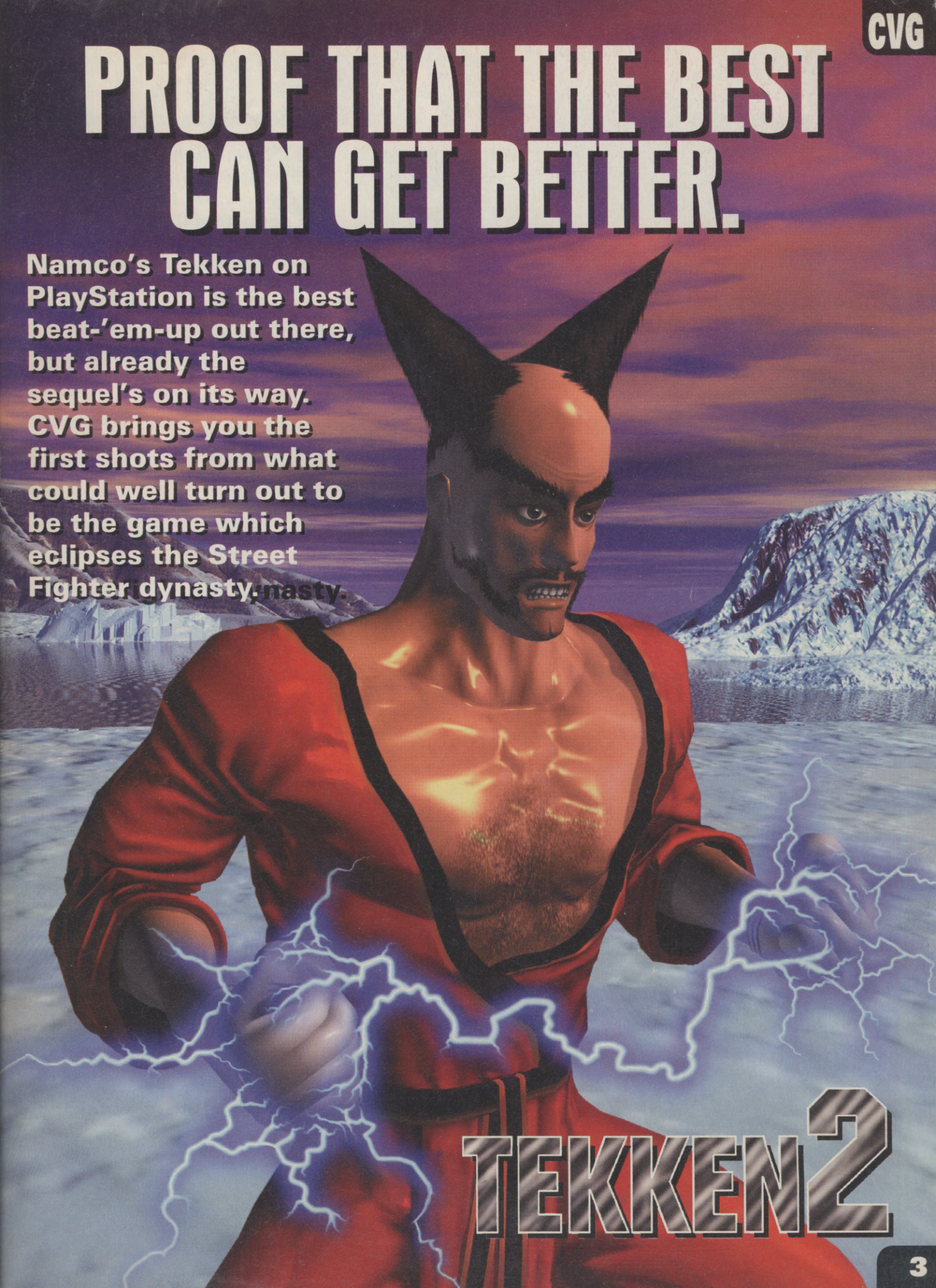
PROOF THAT THE BEST CAN GET BETTER.

Namco's Tekken on PlayStation is the best beat-'em-up out there, but already the sequel's on its way. CVG brings you the first shots from what could well turn out to be the game which eclipses the Street Fighter dynasty. nasty.



exclusive

WIPEOUT

54 This is it – the first official PlayStation review! Is this really the game that'll get you running down to the shops when the PlayStation's released! Only CVG can tell you that!

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It's the latest offering from Sega Japan and it's amazing! Find out what happens when you cross Virtua Fighter with football – and remember, you saw the review here first.

14 The greatest beat-'em-up around is about to get better. We bring you the first shots and all the info on one of the biggest sequels ever!

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COMPUTER AND VIDEO GAMES

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news from t

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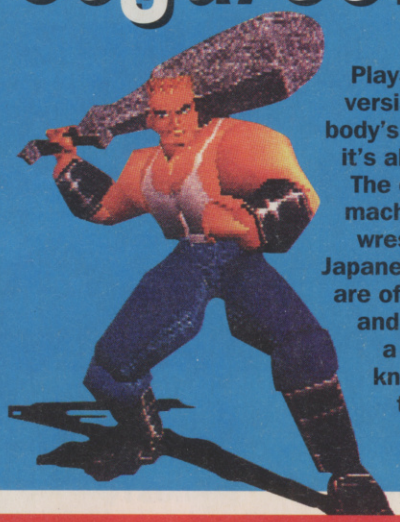
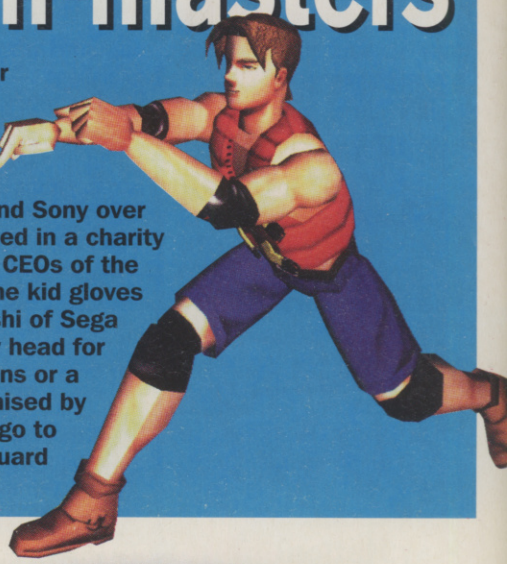
sega/sony slam-masters

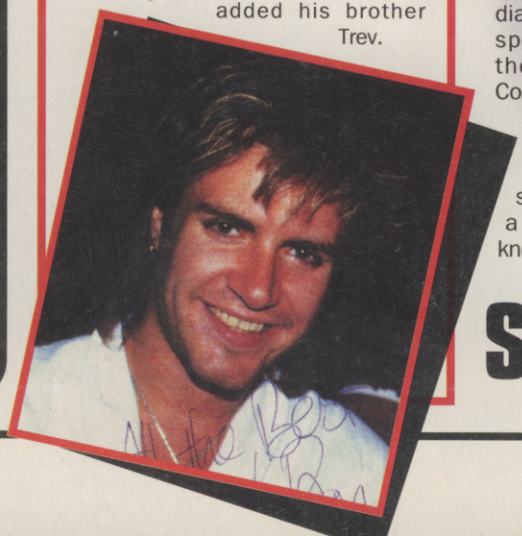


Which is best, Saturn or PlayStation? It's the controversial question on everybody's lips, and it looks like it's about to be answered. The dispute between Sega and Sony over machine quality is to be settled in a charity wrestling match betwixt the CEOs of the Japanese parent companies. The kid gloves are off as Howling Mad Musashi of Sega and George Michael of Sony head for a two falls, two submissions or a knockout victory. Profits raised by the £100-a-ticket event go to Ecco the Dolphin's Lifeguard Programme.



hot goss goss!

Following the revelation that techno-meisters Orbital and Leftfield are contributing all-new tracks to the PlayStation Wipeout soundtrack, Atari have announced that the tunes for their next Jaguar title, Tempest 2001, will be provided by pop stalwarts Bros, who are re-forming for the job. "Yeah, brilliant!" stated Matt out of Bros when asked about the deal. "Yeah, great! It's brilliant!" added his brother Trev.



The rising prices of consoles and games have caused worldwide financial panic. "While most currencies in the world have been taking a battering in the global recession, computer games have steadily increased in value, to the point where they are now more valuable than diamonds." said a spokesman for the UN Payola Committee. Moves are now apparently afoot to replace the gold standard system of cash valuation with a mysterious new mechanism as yet known only as The Sonic Option.

sinister plot ahoy

RIAL

he front

net - not!

The Internet was this month proven to be a hoax. Star Trek fan Gavin Ferengi admitted that he made the whole thing up "for a laugh.... It just seemed like a funny idea at the time," confessed Gavin. "I didn't realise people would take it so seriously and start investing thousands of pounds in computers so they could try and use it. I didn't think anyone would believe me. I only did it for a laugh." There have been hundreds of reported sightings of the Internet this year alone, but police were quick to dismiss them as copycat hoaxes or Star Trek Fanclub newsletters.

Gavin yesterday. "I did it for a laugh."

WHERE ARE THEY NOW?

THIS MONTH: FLINK

Reader Devin Ahmet of Leicester wrote to us requesting info on the whereabouts of one of his favourite platform heroes, Flink. "He was only in one title, and I thought it was pretty smart. Does Flink have any plans for a sequel?" he says. Well Dev, the bad news is that the bowl-haired magician's apprentice with the outsized head and the dodgy mediaeval clobber has officially retired from games forever. But you'll still be able to keep up with his adventures as he reprises his role as Welsh überchoirboy Aled Jones. "It's always been an ambition of mine to be in a game," laughs Aled "so when Psygnosis offered me the starring role in Flink I decided to take a break from singing about God and go for it!" But Aled's had enough of the high life: "It was really gruelling leaping over falling leaves and dragons and stuff all day. And because I have to have a girl's voice for my day job I wasn't allowed to speak in case I made Flink sound like some sort of poof or something. But it was great fun!"

READERS! Do YOU lie awake at night, tortured by uncertainty about the fortunes of your favourite gaming characters? Well dry up those tears and write to us at WHERE ARE THEY NOW? CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU and we'll do our best to track them down for you.

people bits

Will it be chips or jacket spuds? Will it be salad or frozen peas? Will it be mushrooms? Fried onion rings? Only one man has the answer, and that man is Rissole Grunt, CVG's very own sooth-saying astrologer. Once again we're asking him to peer into the mists of time for each of our team, and offer his very own personalised horoscope. Hope it's chips.

mark

A new EU directive limiting the size of pork pies is set to rock your world this month, Mark. A standard McBonio's Breakfast Pie with Egg and Pickle drops from its usual 2.8lbs to a titchy one gram. Rather than pop scores of mini-pies into your cakehole the planets advise you to switch to alternative means of breakfasting – such as reverse liposuction, where kilos of pig fat are pumped into your body intravenously. Lucky powdered milk: St Ivel Five Pints

gary

What a month it's going to be for you. As always there's trouble at the pub, things are getting bad for the allotment committee, weddings are postponed, prisoners re-located. But don't worry – none of it's real. You're just watching far too many soap operas, as usual. Try intersersing these with more realistic programmes such as Mighty Morphin' Power Rangers or Ren & Stimpy to avoid going mad. Lucky community association: The Rotary Club

rad

Your normally laid-back and relaxed attitude is disturbed this month. That is to say, instead of your usual slacking about like a lazy bast' you actually do something constructive. Of course, this has nothing to do with the P45 waved in front of your face periodically. It's obviously your dedication to the job, and not any kind of fear of finding yourself dole-ward bound. Honest. Lucky wheel: BMX mag

si

PlayStation Wipeout comes into the office this month. I'll bet that gets you all excited doesn't it? I'll bet you can hardly control your undercrackers just thinking about its Next Generation-borne loveliness. Ditto the very notion of Tekken 2 and Donkey Kong Land. You're a games slave, boy. I predict you'll spend a lot of time on your own in the toilets with this month's software collection. Lucky afterlife: reincarnation

julie

Your Vulcan work ethic is disturbed this month with an influx of strange Earth humour. Pluto rising in Mercury's seventh orbit means your compatriots will be filled with sunny-day playfulness. Smite them. Smite them all. Don't let their positivity get you down – they're only a trauma away from deep depression. Try getting them evicted, or arrested, framed for crimes they did not commit. A letter in the post brings good news. Lucky haircut: afro

trea

Strewth, put another koala on the barbie, it's yet another topsy-turvy Antipodean-stylee month for you. Never one to allow real life to get in the way the next four weeks pass in a haze of barbecues, tinnies, kangaroos and gender stereotyping. But you didn't need me to tell you that. A freak gravitational field destroys your house, but you don't give a toss. Lucky kettle component: heating element

connected

the wired-up gaming news section

With no Ultra 64 until

Atari launch their link-up

next year Nintendo pre-

peripheral for head-to-head

pare to sassy up their

in a Doom combat stylee
title courtesy of Virtuality,

16-bit titles with the

Mindscape start work on a

launch of Super Mario

Nintendo Ultra 64 title, name

Five; Yoshi's Island!

of Monster Dunk, and will be a

Electronic Arts and

basketball game. Team 17 are

Origin film their latest

one of the many software com-

interactive movie and

panies to climb aboard the

start work in Hollywood

Info Super Highway and a new

on Wing Commander 4!

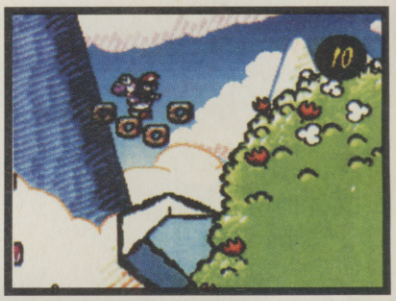
PlayStation hits the shelves!

FIVE GO TO YOSHI ISLAND

Just when you thought Mario might bite the 16-bit bullet we've news of perhaps his greatest triumph yet. Super Mario Bros Five: Yoshi's Island is one of the most eagerly awaited Nintendo products for years, and it has been kept deeply immersed in secrecy...

But here at CVG our spies are always on the lookout, so here's the spiel. The story is pre the moustachioed one and sees an evil sorcerer, Kamek, discover that it'll be Mario who causes the downfall of the nasty Koopa kingdom. So he plots to see that Mario is never delivered to Mama and Papa via the stork.

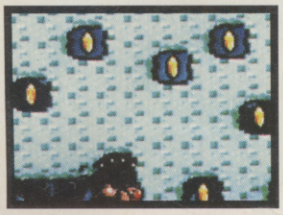
However, when the stork's intercepted it's Mario's twin, Luigi, who falls into Kamek's clutches. Fortunately, Mario lands on Yoshi, the dinosaur's island and together with Luigi they decide to set the record straight and defeat the evil Kamek.



Play features some brilliant Super FX scaling and rotating to give characters that 3D feel and the land itself has been designed with a kind of 'felt-tip' look to it. There's also some crazy sub-games and races against time for Yoshi and baby Mario to contend with.

Yoshi's Island should feature some classic Super Mario gaming, and there's 48 separate areas over six levels to uncover. While a date hasn't been announced for the UK version Japanese punters got their Christmas early when Yoshi was released on August 7. Expect a full review next issue even if we have to swim through Japan's sushi-infested waters until we find one.

Yoshi's Island. Will it be as a big as Donkey Kong Country?

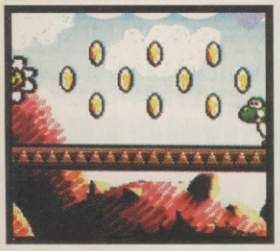


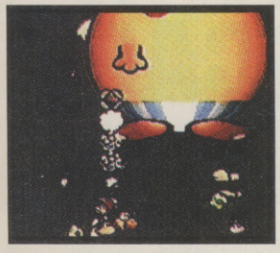
THREE TON PLAYSTATION

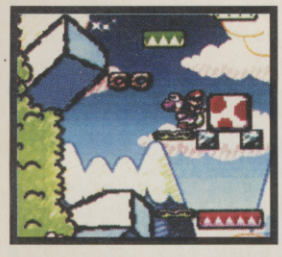
Sony's assault on the console market has just gone into overdrive with the announcement of a £299 price point for their piece of 32-bit technology. The price falls in line with its US counterpart and must be something of a worry to Sega. The £100 differential puts immense pressure on the Saturn because the PlayStation will now sit quite comfortably in the same price range as Nintendo's forthcoming Ultra 64. Sega have between now and September 9, which is tipped as the PlayStation's UK release date, to either get their sums right or step up the marketing torrent.

The Sony PlayStation is about to join the Saturn on the shop shelves, and for £100 less it's obvious which of the machines is going to be better value.

'S







SATURNDAY NIGHT FEVER

Despite punters' reservations about which machine's better than the other, Sega's entry into the 32-bit market got off to a storming start. Initial reports indicate that every single unit of hardware and relevant peripheries have been allocated and that immediate demand will not be satisfied until the arrival of two further shipments. Meanwhile Sega kept its aggressive marketing tactics at boiling point by projecting giant Virtua Fighter characters, Wolf and Cage, superimposed with the heads of John Major and John 'no job for me' Redwood on to the House of Commons. The prank also featured a massive Saturn logo with the provocative slogan 'Come Out Fighting' written on it.

The premature launch of the Saturn has been a real success according to Sega, but Sony, who have spoken to retailers, report a different story altogether.

RENTAL DREAM SCHEME FOR SEPTEMBER

Gamers could be renting top PlayStation and Saturn titles by the end of September if plans from top games publishers go ahead. Working in conjunction with games trade body ELSPA, industry chiefs from Sega, Nintendo and Sony have all been ironing out wrinkles to formulate a rental plan. Although rental prices haven't been fixed, the plan would see gamers' costs vastly reduced and ask retailers for a licence fee to rent games over the counter. The plan looks brilliant news for you the gamer and as soon as CVG has more info we'll let you know.

connected

ONE IN A MILLION

Sales of the PlayStation have exceeded the million mark in Japan and this has meant that Sony have been able to slash the price of their machine by a massive 25%. The good news for UK punters is that when the machine hits the same sales level across Europe then we can expect similar price cuts too. Hurrah for Uncle Sony!

EA'S DARK FORCES

The next interactive movie to come from the EA and Origin stable is currently being filmed at Pinewood studios. It's called The Darkening and has a working budget of approximately £5 million and stars the rather cool Christopher 'Pulp Fiction' Walken, John '1984' Hurt, Brian 'Gordon's Alive' Blessed and David 'U.N.C.L.E.' McCallum, plus about 500 extras have been employed as well as numerous stunt men. EA's press man, David Wilson, assures us that it will look much, much better than Wing Commander 3 because "...even in a year the technology has really moved on, certainly the video compression's now a lot better. In WC 3 all the actors were filmed against a green screen, whereas with The Darkening we've built 30 different sets and can now use various cinematic techniques like camera zooming and panning."

The script's been penned by a true sci-fi professional, Diane Dwayne whose previous credits include episodes of Star Trek the Next Generation and the basic plot involves your hero, played by Clive Owen, waking up in a futuristic world and suffering from amnesia with no one too happy to see you, in fact they all want to kill you. With Wing Commander 4 currently being filmed in Hollywood EA are keeping the acting population well and truly employed.

Origin's interactive movie game The Darkening starts to take shape at Pinewood studios.

ULTRA

DUNKING MONSTER MUNCHIN' MINDSCAPE

More news from the secretive lair of Nintendo's Ultra 64 as Mindscape start work on one of the Ultra's first sport sim projects. Well, it's kind of a sports sim, as Monster Dunk will be loosely based on the slammin' world of basketball. We say 'loosely' as the stars of the court are all going to be monsters! Sounds bizarre, but if you look at the size of some of the blokes that 'play' the sport then 'monster' is a pretty apt description. Full lowdown as soon as poss.

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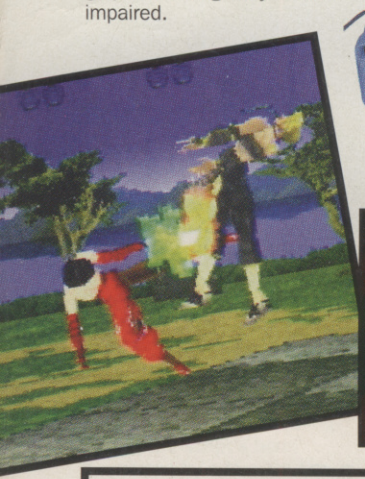
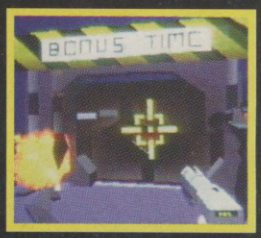
CANNIBAL LECTURE

In a further attempt to lure customers into the 32-bit world of Sony gaming a new cannibalised version of the much lauded machine has gone on sale in Japan. The SCPH 3000 was launched in late July and has had several non-essential components removed to achieve a £225 price equivalent. Gamers shouldn't be concerned as machine speed and all things graphical and gamey are not impaired.



The new PlayStation's exactly the same – all that's missing are a few of the video outputs.

A ZONE IN THE DARK



Atari's virtual reality helmet continues to show the potential required to remove the thorn from the ailing cat's paw with news that Virtuality's Zone Hunter is to be converted. Zone Hunter is a Doom-style shoot-'em-up (reviewed in Videodrome last ish) that asks you to clear levels of a 21st century city against the clock while fending off all manner of nasties. Leicester-based Virtuality are handling the conversion for Atari and if the Jag version plays or looks anything like the excellent Virtuality arcade version then it could be just the saucer of milk Atari's tomcat needs.

SCREAM SAVER

It's a Doom fest again folks. Following on from the release of the impressive Ultimate Doom Collection (reviewed within the glossy pages of this ish) comes the Doom II Screen Saver. Not content with infesting every single format known to gameskind, publishers GT Interactive are intent on all manner of demons and nasties crawling all over your desktop. Ah, well whatever next? A Dragon 32 version or maybe even a Speccy Doom.

MISSING LINK FOR JAG

Yes, it's the JagLink which enables you to link two machines and go head-to-head with Doom.

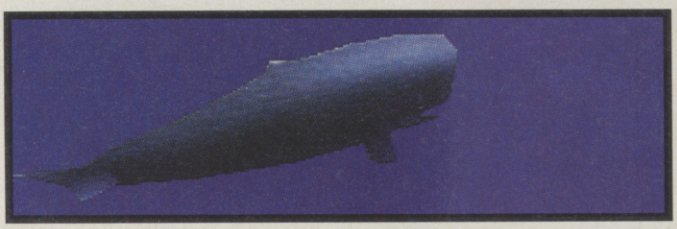
Jag owners can now take their explorations within the sinister labyrinths that call themselves Doom a tentative step further courtesy of Atari's latest gizmo, the JagLink. For £29.99 the JagLink allows two machines to go head-to-head and play Doom. At the moment the only other title that has the ability to use the JagLink is Club Drive (can't have everything can we), but Atari America apparently have a number of other projects that will utilise the technology. Atari are also launching their four-player adaptor which also rocks in at £29.99, that is unless you invest in a copy of Atari's two-on-two basketball title White Men Can't Jump, then it comes bundled absolutely free.

NAMCO IN WORLD OF THEIR OWN

Although the opening date on the Namco theme park has not yet been finalised, work on their Leicester Square based unit is progressing well. Rumours are rife that Namco are investing a substantial amount of cash to create an extremely palatial gaming environment. CVG went on a sneaky spy-type mission in search of marble columns and Sistine Chapel-style ceilings. We didn't find any, but we did see some workman's arse and a particularly splintery piece of wood. Ah, the glamour of the games industry.

STATION AND THE AQUANAUTS

Hey, whoever said games can't be educational better think again. The Aquanaut's Holiday is a 3D exploration game which asks you to create underwater ecologies and other big words concerned with the ecosystems. Information is limited as to exactly what occurs, but there's not a harpoon or batter mix in sight and the news is that it's putting bums round consoles all over Japan.



KYLIE KICKS ASS ON CONSOLE

Acclaim have announced that they are the lucky blighters that will be publishing the home versions of Capcom's coin-op hit Street Fighter: The Movie. The deal will see Jean Claude Van Damme and Kylie performing death moves on Saturn, PlayStation and PC CD-Rom systems. While a date for release hasn't been even thought of, rest assured just like the coin-op, you'll hear about it here first.

JUST 17

Team 17 have added their name to the list of software companies to establish a presence on the Internet. The site contains hints, tips, demos and generally everything you wanted to know about the Teamies and their products. Surfers can wax their boards and hang-ten all the way to http://www.team17.com/

All those of you surfing the Net out there will be pleased to hear about Team 17's new web site which will allow you to get help and info on all their games.

CVG SAYS...

CLASH OF THE TITANS

It's nice to see Sega flexing its marketing muscle again just like the old 16-bit war with Nintendo. Stunts like the Virtua Fighter apparition give the industry that touch of glamour and panache that's been sadly lacking for the last couple of years. Let's hope Sony and Sega have plenty more tricks up their texture-mapped sleeves.

RENT BOY

The idea's great for gamers and could well be the undoing of the artificially inflated prices of games that's everyone's been suffering. The question is though, will you need mags anymore when you can rent games without having to risk all that cash on a dodgy title. Our guess is that quite a few titles will either have to change their format or face a paper pulp death.

STATION PRICE JUST THE TICKET FOR PLATFORM

It's great to see that the PlayStation has sold a million units in Japan and that the price has tumbled further as a direct result. With a £299 price assault Sony are putting great pressure on arch-rivals Sega. Sega have proved themselves man enough for any contest and this can only be good news for you lot out there, which in turn is good for us.

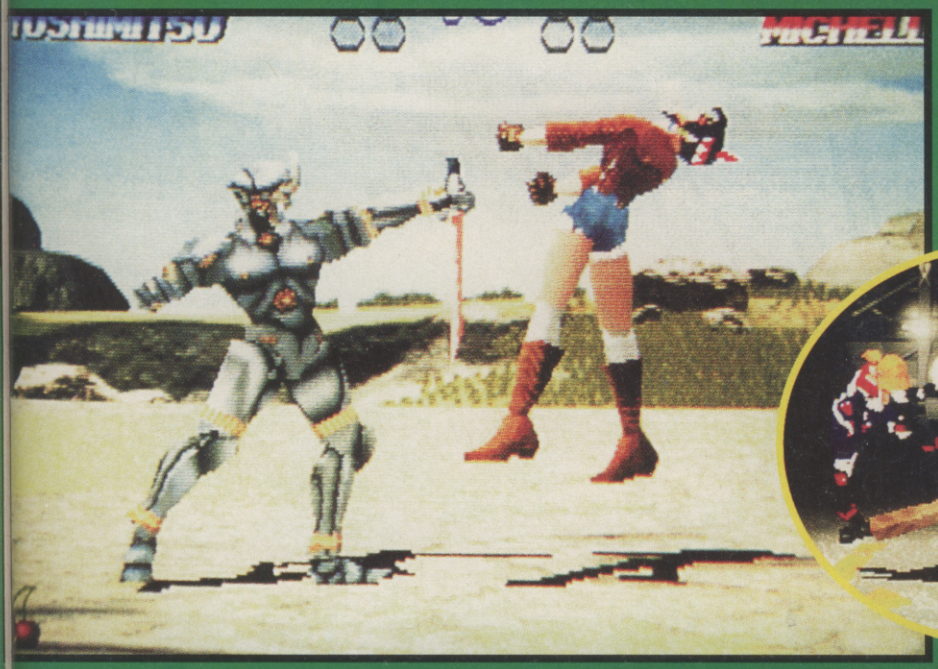
TEKKEN 2

Of all the Next Generation games we've seen, none has impressed us more than Namco's Tekken – and as if that wasn't enough they're already lining up a sequel!

Namco's R&D department must have been working over time lately. As well as producing some of the leading coin-op and PlayStation games, they've also undertaken the mighty task of improving Tekken – the game we rate as one of the best beat-'em-ups ever written!

These shots are taken from a development version of the coin-op, so you can expect the finished version to look even better. Don't hold your breath for the PlayStation conversion, though, as that isn't even due for release in Japan until March next year. Still, that's hardly a major problem considering how totally fab the original Tekken is, and that you'll be able to pick it up officially real soon.

As before, the game will be appearing in the arcades first, so you won't even have to own a PlayStation to find out how good it really is. With Namco's excellent track record of PlayStation conversions, there's no worries about the conversion being anything less than perfect.



THE NEW STUFF

Graphics

There isn't much that could be done to improve Tekken's superb animation, so for the sequel the artists have concentrated on making the characters far more lifelike and detailed. The backdrops have also been improved, with many new ones being featured.

Characters

Kazuya, the overall winner of the first Tekken tournament has been dropped and three new player characters have been added. One of these is Heihachi, the boss from the first game and the bloke you've just seen on our cover.

The two new kids are Lei, a master of Chinese fist-fighting and Jun, a young lass who specialises in joint-snapping Aikido moves. Both look really ace and promise to add even more depth to the playability.

Moves

Most of Tekken's moves have now been radically altered to further improve the gameplay. More rising attacks will be featured, including one which lets your character get up and counterattack almost straight away, and others to roll out of the way of attacks.

Combos

Tekken's incredible 10-hit combos have also been improved on, now they can be varied as you execute them. Throws also come into these increasing their overall damage potential.

COMING SOON—OFFICIAL

PLAYSTATION.....

TEKKEN.....

NAMCO.....

This is, in our opinion, by far and away the best fighting game available on any system, with the import version scoring a whopping 97%! Make sure this is one of the first PlayStation games you buy.

Out on the 15th of every month

Don't miss it!!

Things are really beginning to hot up. We may not have seen the death of 16-bit yet, but when you take at look at this line-up of hot new-wave software, you'll never want to touch a SNES or Mega Drive again!

THE NEXT GENERATION

18 Virtua Fighter 2 – Saturn
Check out all the latest shots from Sega's wonder combat game!

22 Fade To Black – PC CD-ROM
Delphine's awesome follow-up to Flashback. It's 3D and it's mindblowing!

24 Syndicate Wars PlayStation
We probe behind the scenes at Bullfrog to check out one of the most impressive PlayStation games currently being developed: their new isometric strategy shoot-'em-up.

26 Magic Carpet 2 – PC CD-ROM
As if Magic Carpet on Saturn wasn't enough, we also preview the sequel which is due to hit the PC later this year.

26 Theme Park – Saturn
Bullfrog's theme park sim, and a whole load of other Next Gen 'Frog releases.

28 Actua Golf – PlayStation
World exclusive preview of Gremlin's beautiful golfing extension to their Actua Sports series.

32 Jag Special –
We take a look at the best of the upcoming titles from the Atari stable.

35 Daedalus Encounter – 3DO
An interactive movie affair starring Wayne's World and True Lies star Tia Carerra.

36 Rayman – PlayStation
The first of many platfomers for Sony's machine, but this one does look pretty.

38 The Need For Speed – PC CD-ROM
Remember this on 3DO? Well now it's en route to the PC!

40 Captain Quazer – 3DO
A shoot-'em-up that's a cross between Earthworm Jim and Zombies Ate My Neighbours.

53 Ace Combat – PlayStation
The Namco bandwagon continues to roll on as the produce yet another stirling PSX title.

46 Shin Shinobi Den – Saturn
At bloody last. We've only been waiting for, like, ever for this game. Has it been worth it?

48 Ultimate Doom – PC CD-ROM
Would you believe it? Even more Doom, and it's not even Doom 2!

51 Zhadnost – 3DO
If you liked the quiz show Twisted then you'll like this, probably.

52 Action Soccer – PC CD-ROM
UbiSoft enter the footie arena on the PC.

54 Terminal Velocity – PC CD-ROM
US Gold come good in a Star Wars stylee polgonised shoot-'em-up blaster.

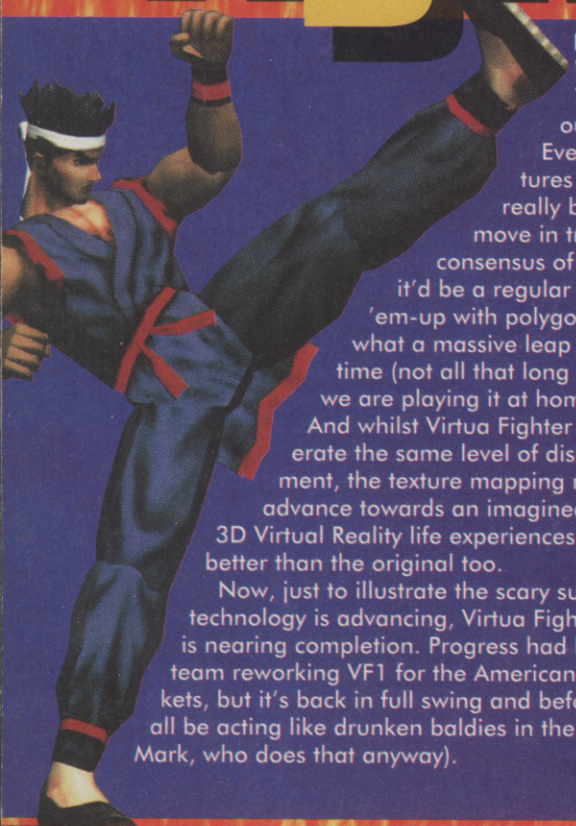
54 Wipeout – PlayStation
First review anywhere of Psygnosis' gob-smacking race-sim.

exclusive

Possibly the greatest fighting game ever is up for possibly the best conversion ever...

virtua fighter 2

VIRTUA FIGHTER 2	
Developed by:	Am2
Released by:	Sega
Out	Sept/Oct (Japan)
45% complete	
No other versions planned	
Arcade version rampant	
SATURN	



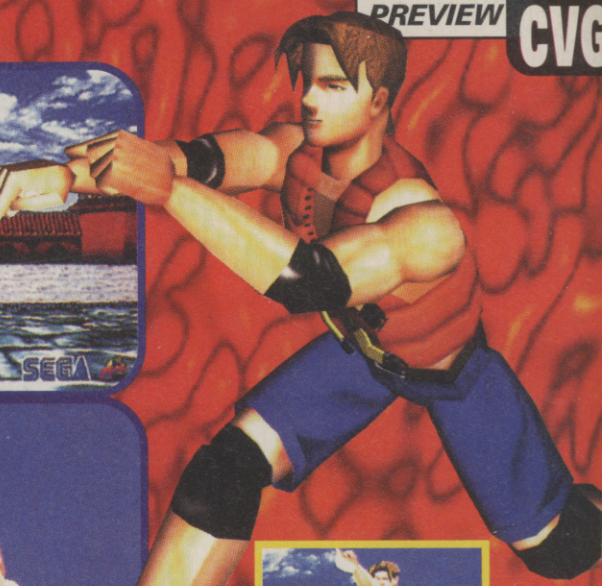
I REMEMBER WHEN the first Virtua Fighter came out in the arcades. Everyone had seen pictures of it, but no-one really believed that it would move in true 3D. The general consensus of opinion was that it'd be a regular side-on view beat-'em-up with polygon characters. That's what a massive leap forward it was at the time (not all that long ago), and now here we are playing it at home on the Saturn.

And whilst Virtua Fighter 2 didn't quite generate the same level of disbelief and wonderment, the texture mapping represented another advance towards an imagined future of real-time 3D Virtual Reality life experiences. And it played a lot better than the original too.

Now, just to illustrate the scary super-speed at which technology is advancing, Virtua Fighter 2 for the Saturn is nearing completion. Progress had been held up by the team reworking VF1 for the American and European markets, but it's back in full swing and before you know it we'll all be acting like drunken baldies in the street (especially Mark, who does that anyway).

SO HOW'S IT LOOKING?

So far the only shots of Virtua Fighter 2 to hit this country have been from the Pai demo shown in Japan at Easter. This demo was produced with a brand new polygon-loving Saturn operating system designed to allow even inexperienced producers to program ace 3D. However, the actual conversion is being done on the old-style Saturn OS, as was the prequel. While the in-game Virtua Fighters are constructed of fewer polygons than their arcade relatives there isn't really a noticeable difference, thanks to the wonders of texture mapping. In fact, the texture mapping has been refined to look even better than the old demo, just to mask any of those nasty rough edges.



Sega Europe reckon we could be playing this officially as soon as Christmas. We'll give 'em a big snog if they're right.

Most of the characters have now been drawn.

THE FASTEST DRAWING IN THE WEST

One of the biggest worries about Virtua Fighter 2 was that the Saturn might not be able to shift two large, polygon-heavy and texture-mapped characters around at the same speed as the coin-op. But hold that call to the Samaritans right now, because the latest Saturn demo shown in Japan was moving at a blinding 60 frames per second – exactly the same speed as the arcade. Especially impressive given that this features two semi-controllable characters, full background, and even music!

THAT 'DIFFICULT' SECOND GAME

The wire-frame skeletons of the characters have been constructed in the same way as the arcade graphics, so the movements should be accurately converted, although the programmers have admitted having some difficulty with drunken codger Shun and pointy fingered Lion – the two most complexly animated protagonists. While most of the VF characters were designed using the same wire-frame skeleton – developed for Virtua Fighter 1 – and simply updated for the sequel, both Shun and Lion have completely different (and highly distinctive) styles of movement. Virtua fans would easily notice if their moves were translated on to the old-school Virtua skeleton, so AM2 are busily slaving away to ensure that their movements remain faithful to the originals so there won't be room for complaints.

60 frames a second. Wow, that's fast!

IN THE FAMILY WAY

Aah, look at this – a touching scene. Lau and Pai, father and daughter, united together in Virtua action. Beating each other's faces in. Still, that's inter-familial relationships for you. Pai probably hadn't done the washing-up, or she's stayed out all night with some long-haired no-good Judo expert. Anyway, the point is that these shots demonstrate just how far Virtua Fighter 2 has advanced, development-wise. The texture mapping is even better than that exhibited by Virtua Remix, which is saying something, and the animation (which we obviously can't demonstrate) is nothing short of stunning.

MY GOD! IT'S NOT OVER YET!

Not content with having come up with possibly the best fighting game ever, AM2 are hard at work on a sequel to the sequel of Virtua Fighter. Provisionally entitled Virtua Fighter 3 (which is pretty logical when you think about it) it's still at a very early stage of development. The version Sega Japan have in their grasp is really just an updated Virtua Fighter 2 with new moves and a supposedly more instinctive control system. The final version should feature four new characters (no details yet) and even further improved graphics – although Sega are remaining tight-lipped regarding what exact enhancements are in the pipeline.

The NEXT GENERATION of gaming MAGAZINES

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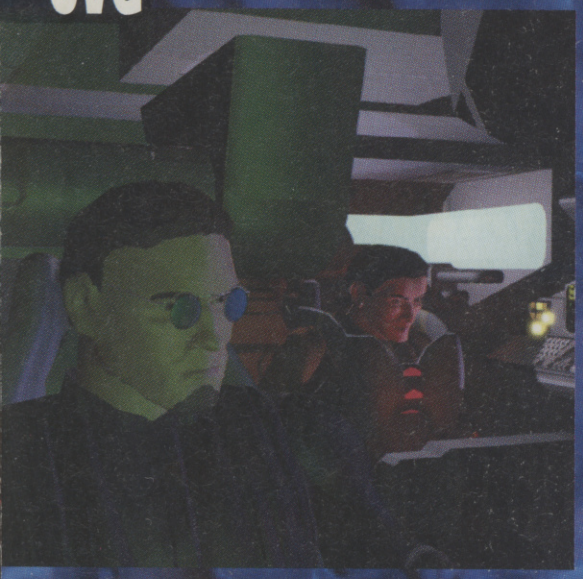
Discover the FACTS on 1st SEPTEMBER



Knocking the French is one of our favourite pass-times, which means it's bloody irritating when they do something this good so we can't take the piss. Flipping bunch of garlic-bashers.

Fade To Black

FADE TO BLACK

- Developed by: .....Delphine
- Released by: .....EA
- Out .....September '95

85% complete

PlayStation version planned
No other versions available

PC CD-ROM

IN THE COMPUTER games business the French are famous for coming up with stylish, highly illogical adventure games. Once in a while they forsake their own brand of humour (which isn't funny) for 98% of creation and produce a truly amazing game. And that's precisely what's happened here with Delphine's Fade to Black.

Delphine have one of the best track records of any French software house. Everyone remembers their stunning adventure Another World and with this, the follow-up to their award-winning Flashback, they look as though they've firmly established themselves as the top frogs in the pond.

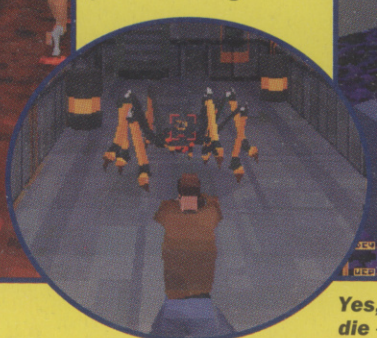
The story continues from where Flashback left off. You've escaped from the Morphs, only to find that while you've been away they've gone and captured the Earth. To make things worse, they've intercepted your ship and imprisoned you on their moonbase of Doom.

The real difference between this and Flashback is the graphics. Whereas the first game used some superb 2D visuals, Fade To Black is a pure 3D graphics-fest which adds a completely new dimension to the gameplay. And best of all, Delphine are looking to convert the game to the PlayStation. We'll bring you more news on that when we get it.

Looks more than a bit different to Flashback, eh?

The yellow thing in the corner is your status panel.

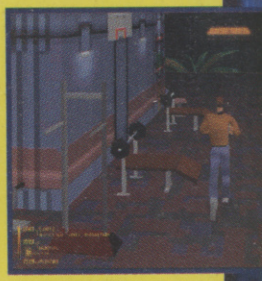
Didn't I see you in Star Wars? Aieee, you're not original...

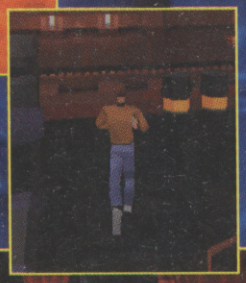


Yes, sir, I think you are going to die – horribly.

THE NEXT DIMENSION

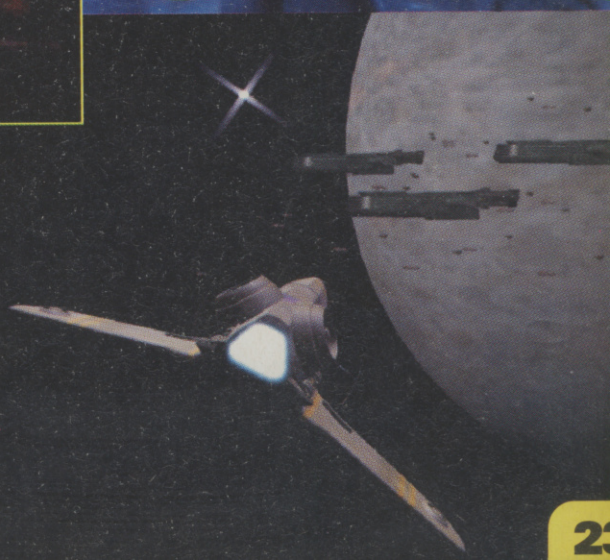
What distances Fade To Black from its predecessor, is that Delphine have embraced the wonderful world of 3D graphics. Unlike the Alone In The Dark series which used fixed camera views, FTB uses a floating view-point which adjusts to give you the best view of your character and his environment.





THE ALIENS ARE COMING (PHNARG)

As well as the Morphs, Fade To Black is populated with plenty of different robots and alien types – all of which are out to get you. I don't know, the only alien who really deserved to die was ET, and where's he now?



A LOAD

Bullfrog have been responsible for some of the most groundbreaking product to emerge on home computers. They practically invented the god-game with Populous and changed the face of flight-sims with Magic Carpet. The list goes on, and on, but console owners have largely missed out mainly through lack of machine power. The new consoles are changing all that and like the proverbial bull to a red rag the Froggies are responding. Ever eager to find out what's afoot in the games pond CVG donned its facemask to see what Bullfrog are about to err, spawn.

Syndicate Wars

SYNDICATE WARS

Developed by: ..... BULLFROG

Released by: ..... BULLFROG

Out ..... JANUARY '96

40% complete

No other versions planned

No other versions available

PLAYSTATION

If you thought Syndicate was a good game, be prepared to have your socks truly blown off by Syndicate Wars. Time has marched on a century in the sequel and the Syndicate world has evolved further into the realms of Blade Runner.

Like the first instalment the action centres around an agent who you send on missions in an effort to destabilise enemy powers and generally make a nuisance of yourself.

Once in a city you'll be able to completely rotate the play area and, unlike the first Syndicate, you'll be able to destroy anything. So, if your feeling completely vindictive you can practically raise a city to the ground.

The cities themselves already look pretty nifty and, aside from the giant mutant spider thingies, there'll be 3D vehicles and a kind of hover-rail system to transport the population around.

OF BULL

Indestructibles

INDESTRUCTIBLES

Developed by:.....BULLFROG

Released by:...EA/BULLFROG

Out.....Mid '96

20% complete

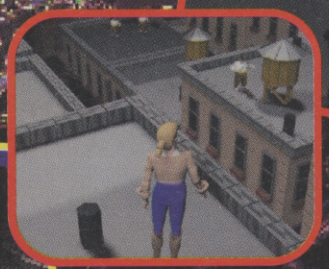
Playstation and Saturn versions planned

No other versions available

PC CD-ROM

Not too much is known about this 3D extravaganza except that it'll appear on PC first and then be converted to the PlayStation and the Saturn. Work really is in its infancy at the moment, but the basic idea makes it sound like the game we've all being waiting for.

Your task is to create and control a team of four superheroes, who, having been given their superpowers, must defend a comic book stylee city against all manner of criminals. First impressions give us the feeling that Indestructibles should be like a mixture of strategy and management blended with superhero-type action. Sounds too cool to be true at the moment, but it couldn't be in more capable hands.



IT'S AN, AD, AD, AD, AD WORLD

Syndicate Wars will feature stunning ad hoardings like the giant Japanese girl in Blade Runner. They'll all feature proper movement even if you rotate around them and will get louder as your agent gets closer to them. They look amazing and will add that extra touch of atmosphere.

Magic Carpet 2

MAGIC CARPET 2

- Developed by:.....BULLFROG
- Released by:..EA/BULLFROG
- Out .....September '95

80% complete

Playstation and Saturn versions possible

No other versions available

PC CD-ROM

This is one of the few products not actually listed as being converted for the consoles yet, but as Magic Carpet is in its conversion infancy (look out for a full work in progress in coming months and a Christmas release on PlayStation and Saturn alike) there's every chance that this second foray into the woolly world of shag-pile flying should progress further than the underlay stage.

MC2 seats you on the fastest rug in the unknown world, defeating fellow wizards, destroying all-manner of mythical beasts and generally making a pest of yourself in the name of good. And, unlike titles like Panzer Dragoon there's absolutely no restrictions as to where you can fling your rug.

The static shots seen here look impressive, but when it's up and running Magic Carpet 2 looks an absolute feast of beautiful high-speed texture-mapped graphics and explosive action. Expect more plot, more sub-missions and a whole lot more play interwoven into the fabric of this carpet.

HEAD HONCHO

New bosses and monsters are also featured in MC2. This massive Hydra (working name) has loads of heads and to kill it you've got to remove each and every one of them before it sprouts new ones.

LIGHTER SHADE OF PALE

MC2 will feature night time levels which allow Bullfrog to use a new lighting system which illuminates specific areas. For example, this fire based spell briefly lights the ground.

CARPET REFIT

One of the main differences between Magic Carpet 2 and its much trodden older brother is the cavern levels. These twisty turning underground labyrinths should add extra depth and dimension to play. Bullfrog have also uprated the spell-casting system.

Dungeon Keeper

DUNGEON KEEPER

- Developed by:.....BULLFROG
- Released by:..EA/BULLFROG
- Out .....EARLY '96

20% complete

Expect news of Playstation and Saturn versions

No other versions available

PC CD-ROM

Here's a novel idea, instead of taking on the role of the chinless chuffers that romp around a 3D dungeon inhabited by deranged maniac's intent on setting puzzles for the aforementioned chuffers, you control all the nasty characters that hang around in gloomy places.

As 'dungeon master' your job will be to keep the dungeon in good order and keep those pesky goody-goodies out while keeping balance and order among the hordes that hang around your labyrinths. Although how the cockroaches will argue the toss with the big fire-breathing dragon is anybodies' guess.

All the texture-mapping and light-sourcing will be in there and you'll be able to view first-person (or cockroach) and top view. It sounds refreshing and looks like being a big hit with RPG lovers – especially those who want to join the dark side.

GET ON, GET ON, GET ON, GET ON, GET ON MY GROOVY TRAIN

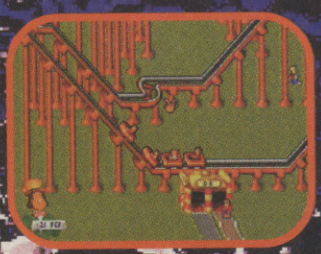
The Saturn version will also boast all the animated ride sections that the 3DO and PC versions had. Which means you can sit back and enjoy your rides in the luxury of glorious sick-tastic 3D.

Theme Park

What can be said of Theme Park that hasn't been said already. It's sold in big numbers on whatever format its been ported onto and has thrilled gamers the world over. The name of the game is to plan and construct your own little Alton Towers and keep all those greedy punters stuffed full of ice-cream and burgers while maintaining their thrill levels by researching new rides.

The main difference with the Saturn version is the speed at which you can play, an enhanced colour pallet and some natty sound effects - which is something that you could never say about the Mega Drive.

You'll also be able to save your games to Sega's funky save game cart and take 'em round to impress your Saturn-owning mates' houses, 'cos it's a great game.



THEME PARK

- Developed by:.....BULLFROG
- Released by:...EA/BULLFROG
- Out.....SEPTEMBER '95

90% complete

PlayStation versions planned
PC, Jaguar, Amiga, Mega Drive versions available

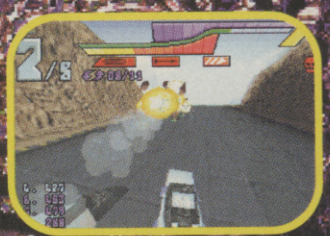
SATURN

Hi Octane

This futuristic arcade- style racer is a kind of Mad Max on trax type affair where all of the cars, which float like Luke Skywalker's Landspeeder, battle it out. Winning's the order of the day, although there's no guarantee you'll finish as casualties are high.

The closest rival to Hi Octane for the Saturn is the very average Gran Chaser. And, while they're both futuristic racers, Hi Octane will leave Gran Chaser hovering on the start grid.

The PC version featured an eight-player link-up and Bullfrog assured us that there's no reason why the Saturn version couldn't have the same feature, but as yet Sega have said nothing about whether a link-up cable is to be launched. Ah well, let's hope Sega get their 32-bit botties into gear so your Saturn-owning mates can all get the best from



HI-OCTANE

- Developed by:.....BULLFROG
- Released by:...EA/BULLFROG
- Out.....October '95

75% complete

PlayStation version planned
PC CD-ROM version available

SATURN

TRAX OF MY TEARS

The Saturn version should come with six courses. The simpler ones will be bog-standard ovals and loops whereas the harder ones should feature dead-ends, jumps and bizarre forks which will lead you up dead ends.

actua

Wow, a golf game that not only looks the bog's dollocks, but plays really well and it's coming to a PlayStation near you gert soon – and there isn't a Tarby in sight...

ACTUA GOLF

- Developed by: .....In-House
- Released by: .....Gremlin
- Out.....October '95

75% complete

CD-ROM version planned

No other version available

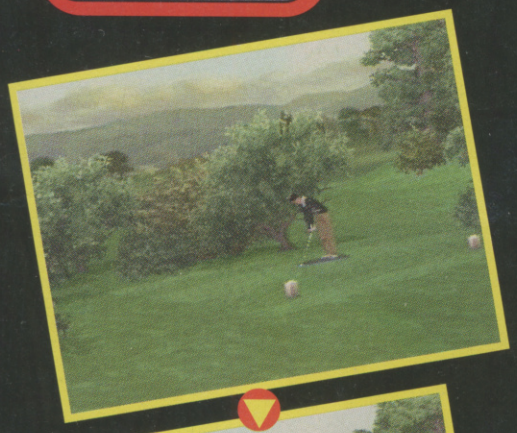
PLAYSTATION

GOLF GAMES, YOU'D THINK, had been done to death: from photo-realistic ones through to comedy crazy-golf type titles. Anyway, just when you thought the world could survive without another Pringle-jumpered-pitch-'n'-putt frenzy, Gremlin go and design the first one for the PlayStation. A dangerous move by all accounts. You can see the headlines: hot new 32-bit machine gets dull-aim-piece-of-metal-at-planet-simulator!

What could make this one different though, is that it could be the best looking, and playing golf game ever, because Gremlin have used the same motion capturing techniques used in their other PlayStation attraction, Actua Soccer. This system allowed real golfers' movements and swings to be replicated exactly, giving the ultimate in realism.

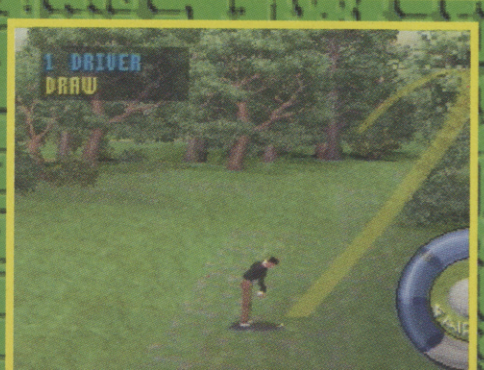
The screenshots here don't really show off the slick way the texture-mapped courses rush by as the various cameras track the ball, or show off the commentary or interchangeable weather. Also included will be all the different golf matches like Skins and Matchplay, a pro tour which will allow you to develop your game as you progress and even custom rules like Gimmies and Mulligans (what ever they are).

All in all Actua Golf looks like it's going to be an extremely sexy first golf title for the PlayStation. And, while it'll never improve your real game (that is unless someone devel-



STRAIGHT DOWN THE MIDDLE

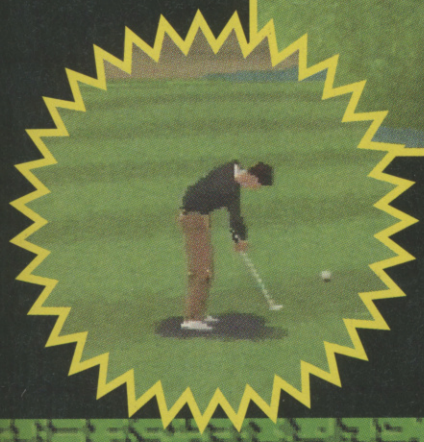
In Actua golf you'll also be able to walk through each hole and check out exactly what obstacles lie ahead. It's also a perfect opportunity to indulge in an 'actua walk' and smell the 'actua' country air. Marvellous!



I THINK WE'LL LOOK THROUGH THE... SQUARE WINDOW

Gremlin's golfing extravaganza will allow you to view your shot from up to 10 different 'actua' cameras with up to three views at one time on the screen.

opes a system where you plug your club into a PlayStation), it might keep you out of the 19th.



golf

SCHWING!

Gremlin's homage to golf uses the familiar power-bar technique to thwack your little round lump of plastic encased rubber. But, unlike all other outdated golf titles, you can view your swing from any distance or angle you desire. Ah, golfing heaven and such delightful jerseys.

LOADED

Developed by:.....INHOUSE

Released by:.....GREMLIN

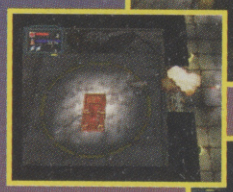
Out.....October '95

50% complete

No other versions planned

No other versions available

PLAYSTATION



HELLVIS LIVES

This is FUB an intergalactic Elvis impersonator and owner of a belly with a black hole in it (note the lack of fluff). Check out that natty fat Elvis seventies 'Vegas tour'. Ahem, on a cold and loneley... ah, forget it.

loaded

Hurrah! A 32-bit game with lots of blood, big guns and even more blood. In fact Gremlin's latest gore-'em-up's gonna have more blood in it than a greedy leach gorging on a fat bloke's belly.

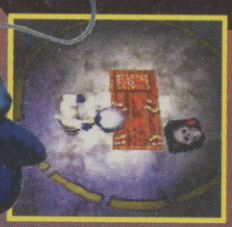
HEY, GAMES ARE BACK and they're sexy, it's official. After the 16-bit whoosh came to an end the games weather went decidedly inclement, in fact it pissed it down for two years with hardly a ray of jolly games sunshine to be seen. But hey, those days are gone and we're about to have a games heatwave.

A perfect example is Gremlin's Loaded, and no it's not a mag for people who need stimulation reading about other people's hellraising because they're too crap to do their own. It's a new top-down-Doom-meets-Gauntlet-with-smart-FX-mother-of-all-blasters.

This is definitely Next Generation stuff with some cool visuals, a soundtrack that'll probably be done by Pop Will Eat Itself and artwork by Dredd artist Greg Staples.

The plot, apart from trying to kill everybody, will be to bust one of seven mentally insecure characters out of prison and err, kill everybody, and then find the evil Elvis Impersonator and err, kill him. When it's complete Loaded will have 12 levels, a PlayStation link-up option and, while these shots don't really show off the gore, kids, I promise you blood, blood and more blood. And all of it's in glorious 32-bit technicolour.

Faster pussycat, kill, kill. Well that's the general idea I think you'll find, and killing in 32-bit is so much more fun than 16-bit.



◀ *Dredd artist, Greg Staples is responsible for the look of the game.*

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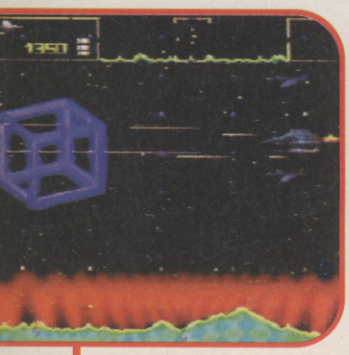
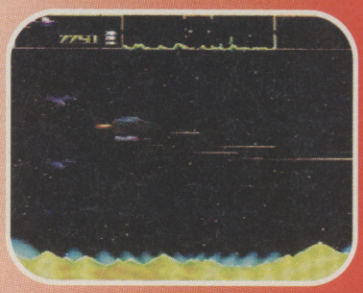
One Groovy

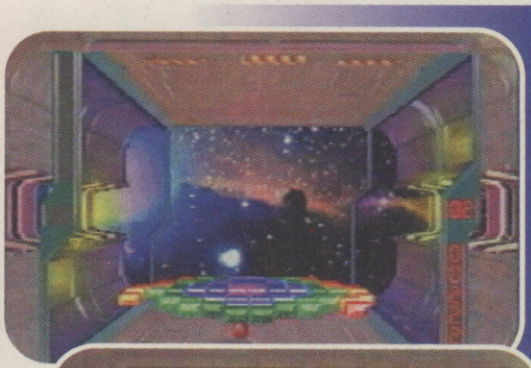
Atari have been criticised for not exactly flooding the Jaguar software market, but it would appear they've had a change of heart and decided to release billions of the bleeders. So allow us to present the first of our Jag preview round-ups...

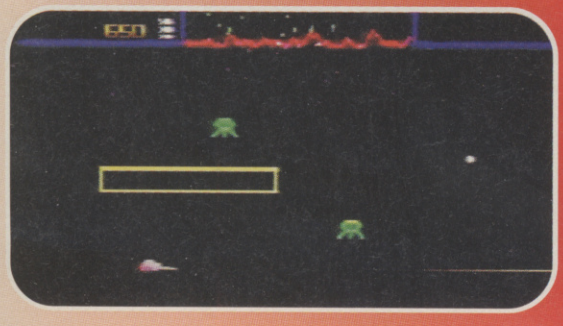


DEFENDER 2000

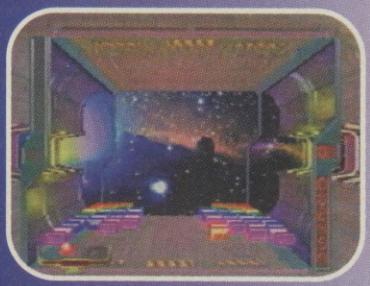
NOT CONTENT with updating the classic Tempest, Atari have now turned their attentions to another of their ancient wonders. Defender is the name of the game, although most of our readers are probably too young to have been born when it was first released back in 27AD. And now it's back in a big way, thanks to mad-as-a-loony llama fanatic Jeff Minter. The finished game will feature three play modes. The first is regular primitive-looking Defender, the second features strobing and pulsating psychedelic graphics guaranteed to a) do your eyes in and b) make your parents throw you out of the house for being a druggie. The third play mode (which isn't done yet) is the one everyone's excited by. It has utterly revamped graphics, runs faster and is generally ace and goes on forever. Once again, we'll have a full review as soon as it's finished.







BREAKOUT 2000



IF YOU'RE A follower of fashion and have a strange retro-obsession at the moment Atari have even more good news – Breakout, that oldest of ancient games, is also set for a 90s re-invention. In a Virtua-stylee Atari are adding screen depth and an amazing three whole dimensions to the action, as well as brick stacking, power-ups and a competitive simultaneous two-player mode. Bear in mind that the graphics shown in these shots are set to change quite considerably, so they'll look a lot less 16-bitty. The "back" of the screen will also curve upwards to provide a strange anti-gravity playfield at the top of the monitor, so we're told. Anyway, as old gaming grandads ourselves we're looking forward to this one like excited little puppy dogs in a pet store window upon sighting a small boy with a pocketful of cash.

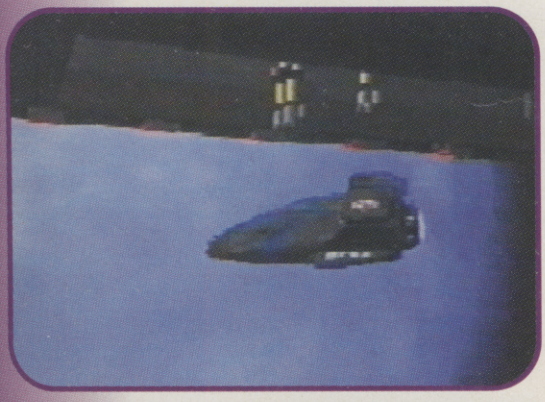
Cat

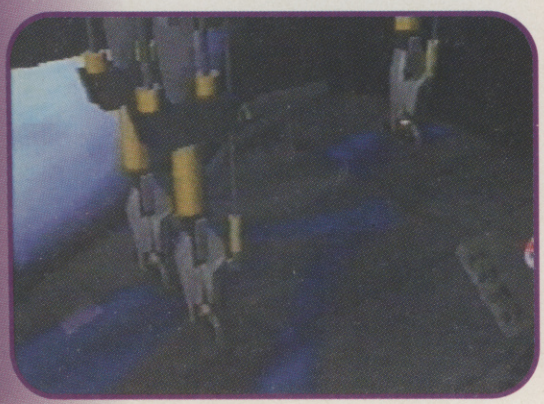
BLACK ICE/WHITE NOISE

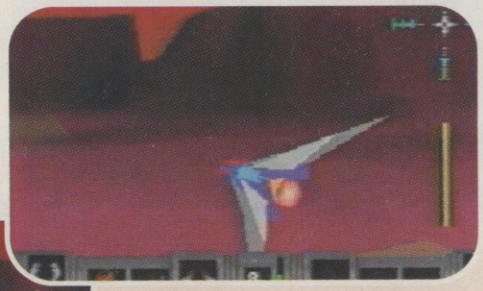
DAVID BOWIE fans will obviously get the album title connection here, and they'll probably write into us about it as well because David Bowie fans are such pedantic old bores. Anyway, it's got stuff all to do with the lanky famous Lord's Prayer-reciting bloke, Black Ice/White Noise is, in fact, an action adventure RPG which mixes elements of puzzling, Doom-style exploration and an isometric-view running about sort of thing which is vaguely reminiscent of MetalHead on 32X with a person instead of a big robot. There's enough imagination on display in the early version we've seen to pique our curiosity, and we're certainly wanting to get a review in v. soon.

VARUNA'S FORCES

GAMES DESIGNERS the world over are reportedly very jealous of Veruna, because his Forces are widely acknowledged as being a font of gaming genius. Or somesuch similar. Already looking favourably comparable to the PC version, this is a futuristic war death strategy/action game with a healthy injection of mass violence. And that's about all we can tell you about it as yet, because it's still rather early on in development. Should be wicked, though.







IT'S THE SEQUEL to Cybermorph and... hey! Come back! Let's not get judgmental, as Battlemorph looks miles better than the rather disappointing prequel. The graphics engine has been completely revamped to get a smoother sense of movement and more responsive and natural controls. Well, that's the idea, anyway, and so far those wily Jag types seem to be on the right track. It's still too early to tell how the finished game will play, but given the – grrr – POWER of the Jag CD it should be pretty decent.

BATTLEMORPH

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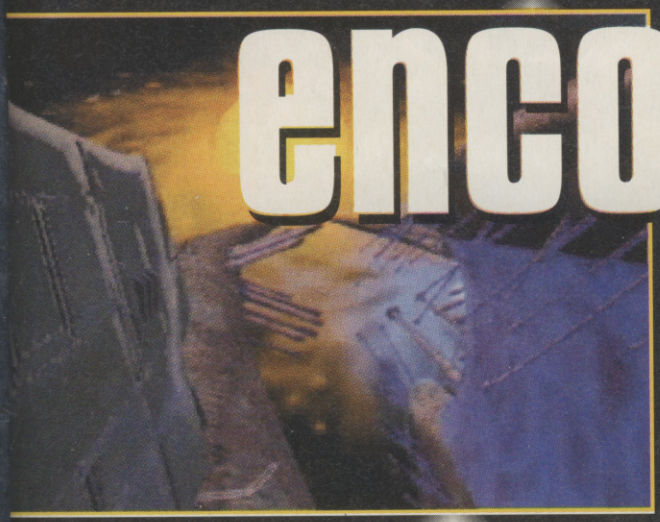
daedalus encounter

There you are, stranded in deep space with Tia Carrere and all you are is a brain in a box. Oh, the irony of it...



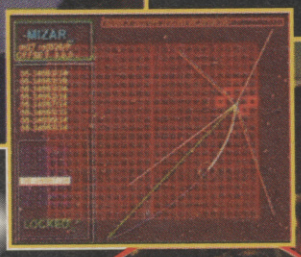
DAEDALUS ENCOUNTER

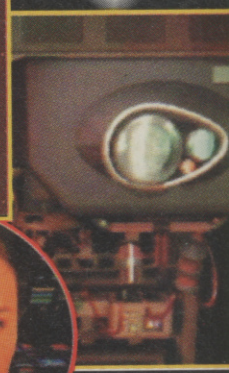
- Developed by: ...Mathedeus
- Released by: ...Virgin
- Out: ...September '95

85% complete

PC-CD ROM version available
Saturn and PSX planned

3DO





IN FACT THE BRAIN in a box bit probably serves you right for being dumb enough to get yourself blown up in the closing hours of an interstellar war. Anyway, as punishment for your sins you've been rescued by your former crewmates – young Ms Carrere and some bloke who looks like Mr Pink out of Reservoir dogs.

All this translates into a rollicking full-motion video adventure set across a whopping four CDs (that's around 2500 megabytes of information, fact fans). So as you can imagine it's rather on the large size. This make for some brilliant visuals which are displayed superbly well considering it runs without an FMV board.

The gameplay itself is a mixture of puzzle and adventure with the occasional blob of high drama thrown in to keep you on your toes. Much of the game is very much sit back and watch, but the production designers have done a superb job of matting the live action in with computer generated images and a strong plot to produce which, on the surface, seems like possibly the most entertaining game of its type. Does it work? Find out next ish.

BABES IN THE HOOD

The programmers must have to admit that the only reason they got Tia Carrere to star in this game wasn't because of her acting talents, or that she's particularly cheap these days. Oh no, it's probably got a lot more to do with a massive build up of testosterone from sitting in front of a monitor for 18 hours a day. Anyway, they've kept her covered-up for the entire game so we're probably wrong.

rayman

UbiSoft goes all soft and cutesy for their first foray into the world of the PlayStation platform games...

RAYMAN

Developed by: ..... UbiSoft

Released by: ..... UbiSoft

Out ..... October '95

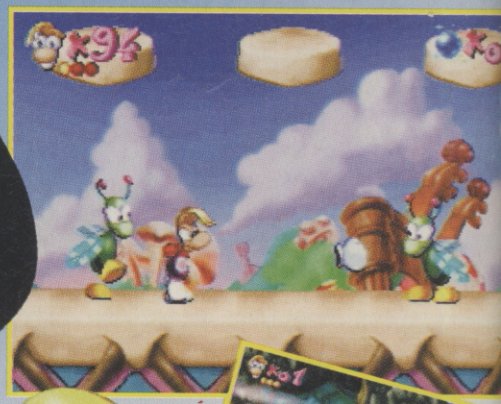
95% complete

Saturn and Jaguar versions planned

No other versions available

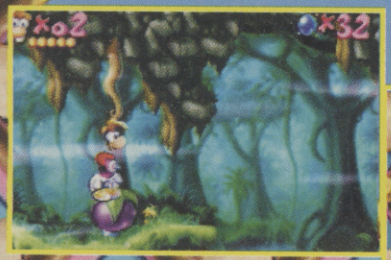
PLAYSTATION

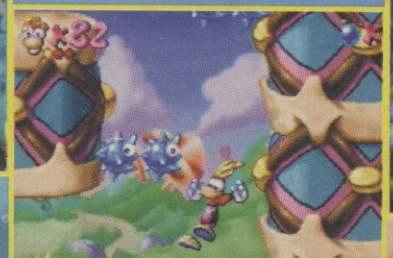
PlayStation



WHO SAID THE PLATFORM GAME WAS DEAD? Well the 16-bit platform romps are certainly on their last legs. I mean with our Next Generation consoles it's difficult to muster much enthusiasm for our somewhat long-in-the-tooth Super Nintendoes and Mega Drives, it's a bit like coming home for your tea after a long hot summer's day (rare I know) only to be offered Iceland budget vanilla as your pudding rather than one of those fancy Häagen Dazs or Ben and Jerry's affairs. Well those Frenchies UbiSoft haven't quite gone into ice cream manufacture, but they're quick to translate their Jaguar platformer Rayman to the Sony wonder machine.

Looking like a long lost cousin of Sega's platform star of yesteryear (well last year actually), Dynamite Headdy, UbiSoft's latest hero is looking mighty pretty in 32-bit, in fact the whole game's look is particularly gorgesome and shares a similar colour palette to Astal on the Saturn which we reviewed a couple of issues back. Rayman is conventional in its format, but where it's going to probably push some gaming barriers back is in its graphical style, the smoothness of the gameplay and the cheeky little character touches à la Earthworm Jim; and we'll be telling you all about it in the next couple of months.



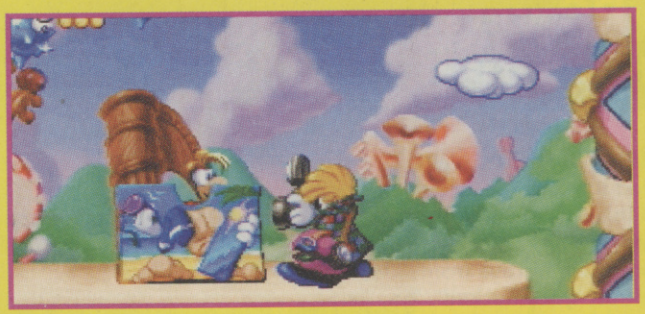


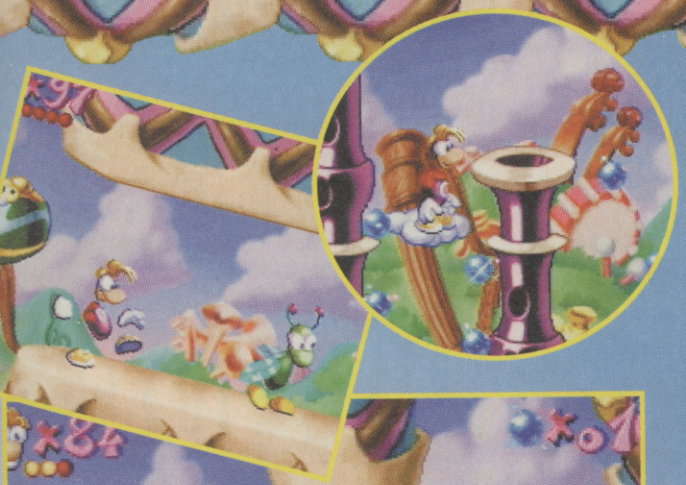
IT'S A WONDERFUL WORLD

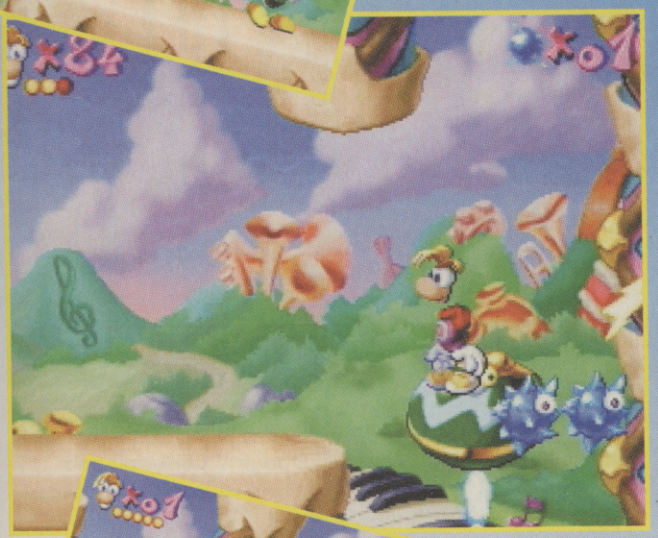
Most platform games are lucky in that there is more than one world, and to reach another world all that is required is to kill a few n'er-do-wells, jump from one platform to another and collect a few objects, whereas man has only one world and to get to another he needs several thousand years of evolution and several million dollars worth of NASA research.

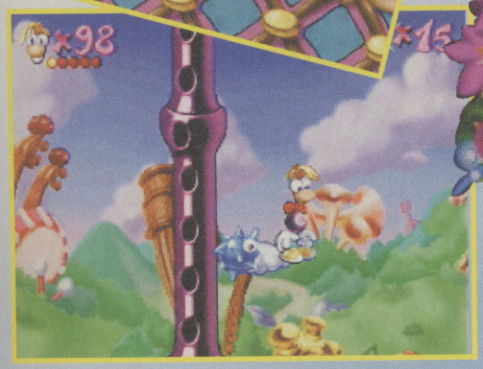
▲ *The Dream Forest.*

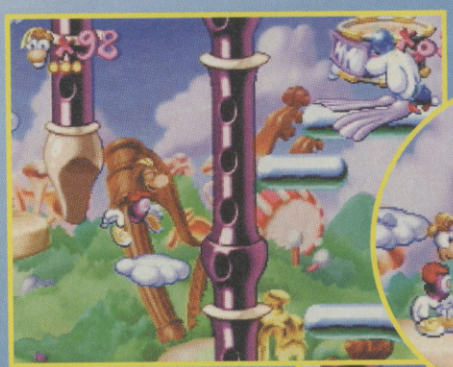
Band Land ▼











BIG BIRD

What would an end of level be if there wasn't some irksome creature to get in your way, and Rayman is no exception, here our Ray has to get rid of Big Bird and then don him for a small flying section.

THE NEED FOR SPEED

Developed by: ..... EA

Released by: ..... EA

Out ..... September

90% complete

No other versions planned?

3DO version available

PC CD-ROM

the need for speed

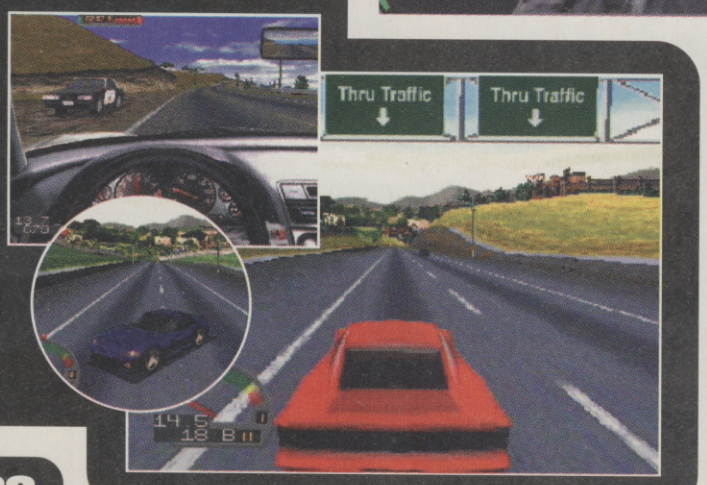
It was the 'first' Next Generation car racing game, and The Need for a PC version is finally going to happen...

WHEN WE FIRST SAW EA'S Need for Speed it was on 3DO (see separate box), and this was pre-Ridge Racer and Daytona USA (on console) and we were, to borrow a phrase from our Scouse brethren 'gobsmacked'. The game's main appeal is not only the digitised cars, the FMV, the spectacular crashes and smokin' wreckages, but that the cars you get to drive are real, proper, bonafido super sports cars. Not some hybrid weird Japanese motor. These are the cars you've always wanted to race round town in, and should you win the Lotto then it could become reality, but if you don't then you'll just have to stick with virtual reality and a copy of Need for Speed on PC. Which, funnily enough, is just what EA have planned.

How NFS transcends othere racing games is that the driving is so realistic, and the PC version is said to retain this aspect of the game. All the cars from the 3DO version are going to take part in the racing (that's the Porsche, the Ferrari, the 'Vette, the Dodge Viper et al) and there's going to be five tracks as opposed to the 3DO's three. Other new features include more wheel spins and cars spinning on gravel tracks and up to eight players can race head-to-head if the machines are networked. How EA's contender will perform against the flotilla full of racing games on their way to the PC, we'll have to wait (a couple of months in fact) and see.

THREE DEE OH!

Along with FIFA Soccer this must be the game responsible for shifting many a 3DO from the shelves of HMV and Virgin, and the main reason being that it's so darned good and managed to muster a massive CVG Hit! and 93% when we reviewed it in our January issue.

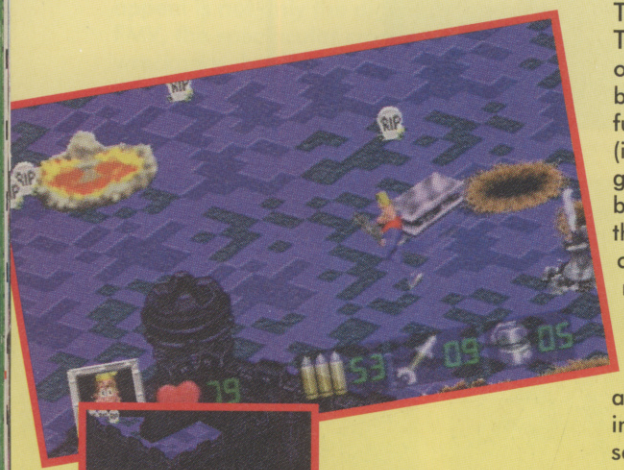


WE'VE COME UP WITH A BRILLIANT NEW WAY TO GET RID OF BLACKHEADS.

CAPTAIN QUAZER
Developed by:....STUDIO 3DO
Released by:.....THE 3DO CO.
Out .....OCTOBER '95
80% complete
No other versions planned
No other versions available
3DO

We know not where he's from (apart from the imagination of 3DO programmers) but he's here to shoot lots of things on a REAL multiplayer near you soon...

captain quazar



THROUGHOUT THE RICH RITES of passage of life, before we become fully fledged adults (ie able to pay tax, gas bills, phone bills, Access bills) there are various ceremonies and rituals we have to go through. Now there are many that are no fun and quite daunting: first day of school, first black eye etc, but no kid gets through to adultdom without having a hero to look up to and to some degree emulate. And invariably they have the monicker of 'captain'. I mean throughout my prepubescent years most of my heroes were captains: Captain Kirk, Captain Marvel, Captain America, Captain Scarlet and of course Captain Peacock.

Stop the presses, sound the alarm, etc, etc because a new hero's about to hit our screens (albeit 3DO ones) who takes the guise of Captain Quazar, the eponymous character who stars in Studio 3DO's latest foray into the video-game world. The style of this shooter is very much in the Earthworm Jim mould, where the violence is cartoon like and the animation is superb. But that doesn't mean that you don't have plenty of firepower as you scroll your way, at a three-quarter angle, through what could well be a storming release when it hits the 3DO shortly...

WOT NO FULL MOTION VIDEO BOXOUT?

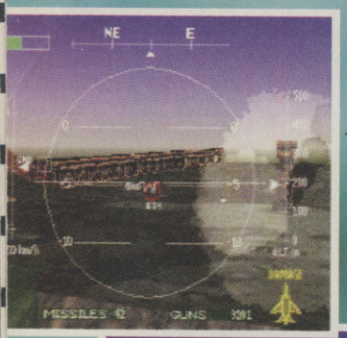
Yes it would seem that 3DO programmers are getting bored of FMV because on your mission briefings the bloke in the top left corner is not animated, only sort of. That is he moves only about twice a minute, but worry ye not as this does not detract from your enjoyment of the game.

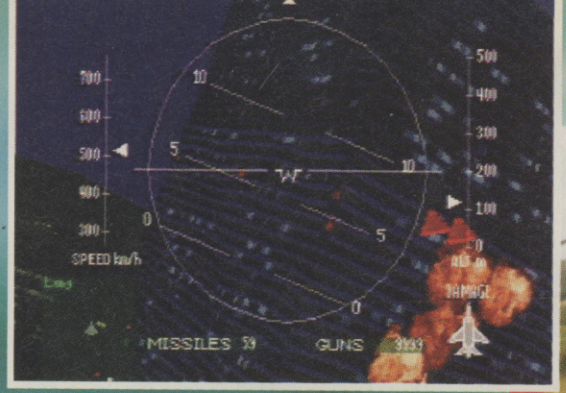
OXY BLACKOUT.

IT'S LESS DRASTIC THAN A JCB, AND BETTER THAN SQUEEZING. IT'S NEW OXY BLACKOUT AND THERE'S NEVER BEEN ANYTHING LIKE IT BEFORE. NOW YOU CAN GET RID OF BLACKHEADS QUICKLY AND GENTLY. IF YOU SUFFER WITH NASTY, HEAVY-DUTY ONES OXY BLACKOUT WILL SOON SORT THEM OUT. IF YOU'RE PRONE TO BLOCKED PORES, IT'LL UNCLOG THEM. USE IT REGULARLY AND YOU'LL BE ABLE TO DECLARE YOURSELF A BLACKHEAD-FREE ZONE.

OXY BLACKOUT WORKS IN TWO EASY STAGES. FIRST YOU PAINT ITS UNIQUE BLACKHEAD-REMOVING LIQUID ONTO ANY AREA OF SKIN WHERE YOU HAVE BLACKHEADS. THEN YOU USE ONE OF THE SPECIAL STICKY TAPES TO LIFT THEM OUT. THAT'S ALL THERE IS TO IT. YOU CAN SEE THE RESULTS IMMEDIATELY BY HOLDING THE TAPE UP TO THE LIGHT. THIS CAN BE DONE IN THE PRIVACY OF YOUR OWN BATHROOM, OR WITH FRIENDS, DEPENDING ON THE KIND OF FRIENDS YOU HAVE.

OXY AND OXY BLACKOUT ARE TRADE MARKS.





When your cursor goes red hit that missile fire button.

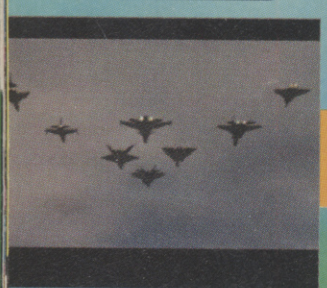
Re-live that Persian Gulf slaughter ambience with Namco's latest PlayStation hit!

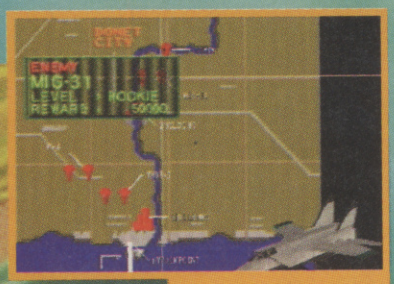
Terrorists are nothing but trouble. Don't believe us? Try living next to a couple of them then. They're forever running up and down stairs slamming doors, playing their stereos too loud, letting their cat crap in your garden and burning leaves when your washing's hanging out. At least, it's probably leaves. And as if that isn't enough, just when you're thinking of doing up the garage or building an extension, they go and annex your house, organise an evil coup and take over the country.

Which is pretty much the plot for Ace Combat, in which you play the part of a crack elite mercenary fighter pilot chap paid to free the small oil-rich territory with the terrorism problem from the clutches of its new masters.

PLAYSTATION
SHOOT-'EM-UP
NAMCO
£IMPORT
OUT NOW
1-2 PLAYERS
NO OTHER VERSIONS PLANNED
ARCADE VERSION AVAILABLE

ACE COMBAT



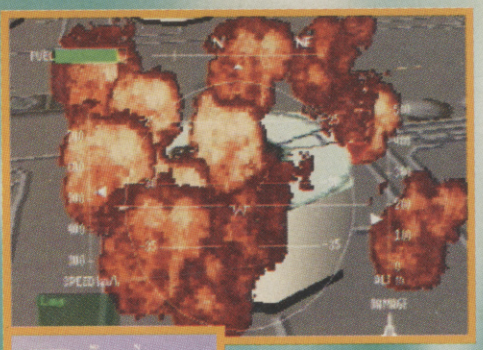


SPECIAL BRIEFS

Before each sortie you're treated to a mission briefing. Here a disembodied commander explains your mission (in English), outlines the opposition and highlights your primary targets. If you require more info you can select specific enemy units on the map and find out what they are, how dangerous they are and how much moola you'll get.

BOSS! DE 'PLANE!

Now you know what you're doing, it's time to select the 'plane for the job. You start the game with two machines (one of which is pretty rubbish), but you're given the opportunity to buy and sell on the international used warplane market. The 'planes on offer are rated according to their engine power, manoeuvrability, attacking power, armour and stability. The better a fighter is the more it costs.



BOSS! SOME OTHER 'PLANES!

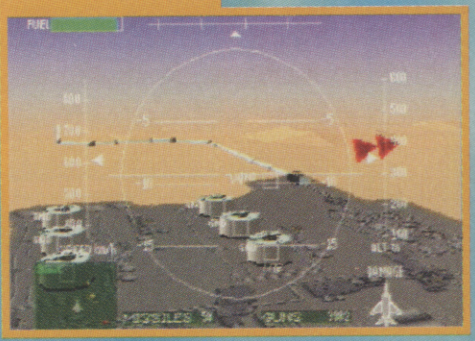
Your first move should always be to take out the airborne defenses. As you near an enemy it's highlighted by a box on your HUD which outlines it's location, tells you what kind of aircraft it is and the range. Once the nearest target is in range the lock-on box flashes red and a 'FIRE MISSILE' message appears. If you don't think the chosen target is the most dangerous, you can always switch the lock to another threat.

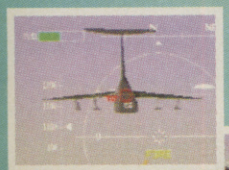
DESTROY! AHAHA-HAAA!

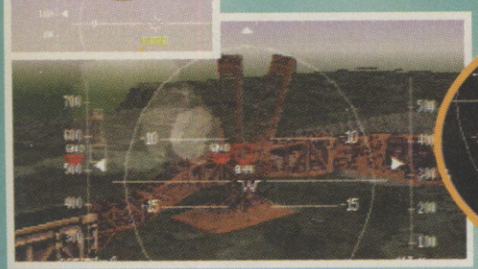
Now you've dispensed with the air cavalry it's time to make a start on the ground targets. With any sense you'll have stayed at a high altitude to dodge the flak and missile sites on the floor, but now you'll have to descend to a dangerously low level. Keep a close eye on your radar, as it's all too easy to fly over a machine-gun site.

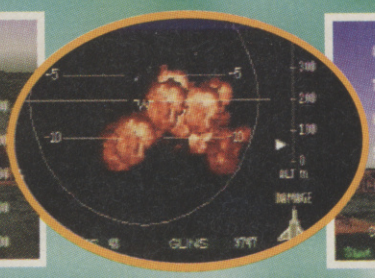
ROUND THE OUT-SIDE

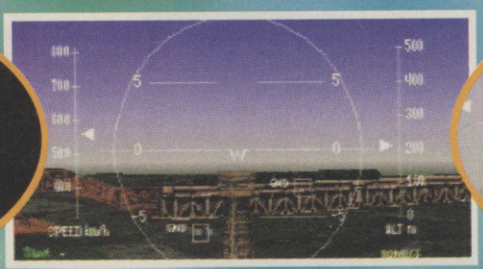
If sitting in the cockpit sounds a bit simulation-y for you, take heart. Press the Select button and you switch to an outside view, which makes for more arcade-type gameplay. While the graphics look more impressive it actually makes the job harder because you lose most of the instrument displays.

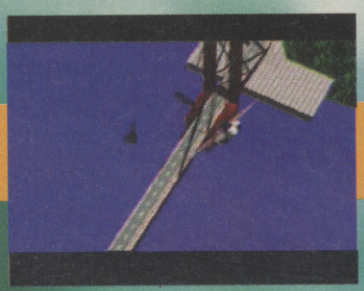


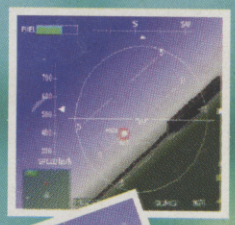












GROUP VERDICT

GARY LORD

OK, so the two-player mode sucks, which makes a bit of a change really, but the one-player mode more than makes up for it. It's fantastic, fast, frantic and really easy to get into. I reckon you should wait for the official version with English text, though,

MARK PATTERSON

Look, I'm not a spanner, right? But I do like certain flight sims and while this is pure action and almost nil simulation, it's still completely fantastic – mainly because of the huge variety in aircraft and missions. Cor, is there no stopping Namco?

SIMON CLAYS

Unlike Mark, I am a 'plane spanner. In fact, I'm an eighteen inch adjustable spanner with ratchet attachment. So naturally the little propeller on my head spun ten times as fast when I played this. It's just soooo brilliant.

SCORES

ACE COMBAT | PANZER DRAGOON | LOADSTAR

GRAPHICS 94
Some amazing backdrops and smooth clipping.

ANIMATION 78
Not much animation as such, because it's all static machinery.

MUSIC 51
Some rather awful cod-metal Japanese guitar wailing.

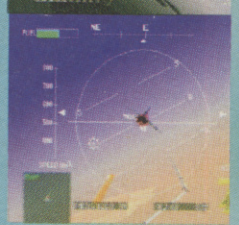
SOUND EFFECTS 94
Lots of big explosions and herds of clear speech.

GAMEPLAY 92
Depth, action and everything else you cold wish for.

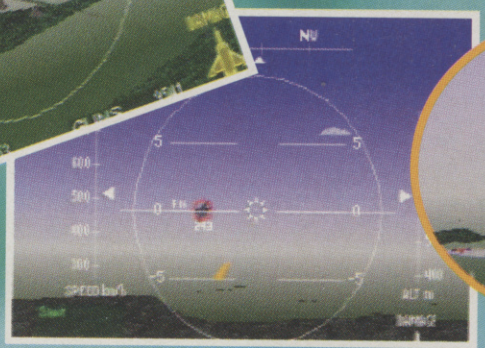
VALUE 94
Not just impressive, but challenging and lengthy too.

OVERALL
Namco further advance their reputation as top PlayStation types with yet another storming arcade conversion.

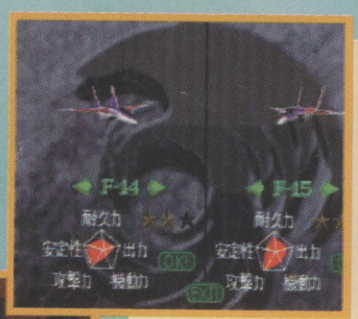
94



Die, yes you, go on I've shot you, you're dead.

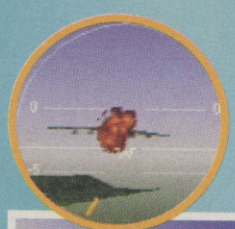


Choose your weapon, men. Use the blob graph to tell how good it is.



KILL A FRIEND

Lonely? In need of companionship? Well Ace Combat's two-player mode could be just the thing to get that special someone to take notice of you. It's split-screen, and it places your 'plane in a confined arena with theirs. The object of this unlimited-ammo game is to blow the other player out of the skies, although this is easier said than done. in fact, this option is only really impressive in that it handles the two screens with no noticeable slowdown. The lack of geographical features and the tiny amount of space you're afforded make it a bit of a yawn.



VERDICT

PLAYSTATION

Ace Combat reverses the usual trend by being a bit crap in two-player mode but completely brilliant in one-player. Basically because the one-up game is action central, packed with intelligent hostile targets. The missions get tough early on, but the enormous variety between them gives you the impetus to beat each one if only to see the next. The controls for each 'plane are both instinctive and distinctive, there's as much scope for strategy or straight blasting as you want and, generally, it's completely smart.

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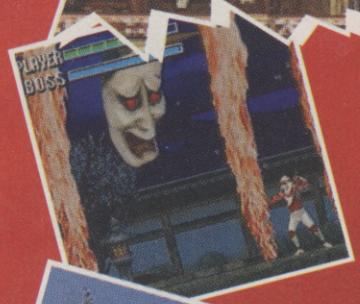
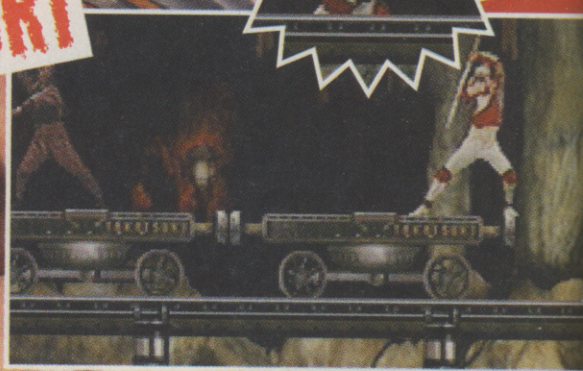
SHINOBUSINESS LIKE SHOWBUSINESS

To tart the game up a bit so you don't feel like you've just shelled out for a platform game with pretty graphics, Shinobi's loaded with superb movie footage of various ninjas doing interesting and creative things to each other with bits of pointy metal.





- SATURN
- PLATFORM
- SEGA
- £IMPORT
- OUT TBA
- ONE PLAYER
- NO OTHER VERSIONS PLANNED
- NO OTHER VERSIONS AVAILABLE

SHIN SHINOBI DEN

IMPORT

SEGA SATURN

It's six months late but we don't care. We don't hold grudges though, unless you count the Welsh.

There will probably be quite a few of you looking at this spread while slapping your foreheads and equating that, because this doesn't look very Next Gen, it's probably a load of old goat's droppings. Well carry on slapping because you couldn't be more wrong.

Shinobi is, first and foremost, great fun. It's tough, varied (even though it's packed with platform game clichés – a mine cart level, honestly) and stylish. What it isn't, though, is a game which reflects the power of the Saturn. As good as it is, when you've just spent your savings on one of the priciest consoles around, you're right to expect a better return for your money than a souped-up Mega Drive title.

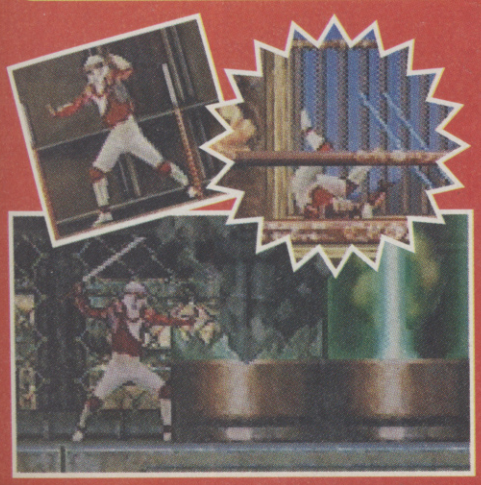
Despite that, if you're not arsed about your graphics having to be drawn in polygon-intense 3D, or you're just a plain old-fashioned Shinobi fan, you'll enjoy this and certainly find it tougher than your average platform game.

VERDICT

SATURN

Shin Shinobi isn't spectacular – in the same way that Tetris wasn't exactly a looker or Hebereke's Popoon wouldn't blow your socks off on first impressions. But I enjoyed it for some perverse reason. Perhaps it was because some of my earliest movie experiences came from bunking into Martial Arts night at the Holloway Odeon, or it could be, gasp, because this is actually a decent game? FMV aside, Shinobi does have all the ingredients of a top-notch platform-cum-slash-'em-up, although bar the digitised graphics and few special effects, the game doesn't exactly scream 'Next Gen.' If you can live with that, you'll probably love this, it's well worth looking into.

MARK PATTERSON



ALTERNATIVE

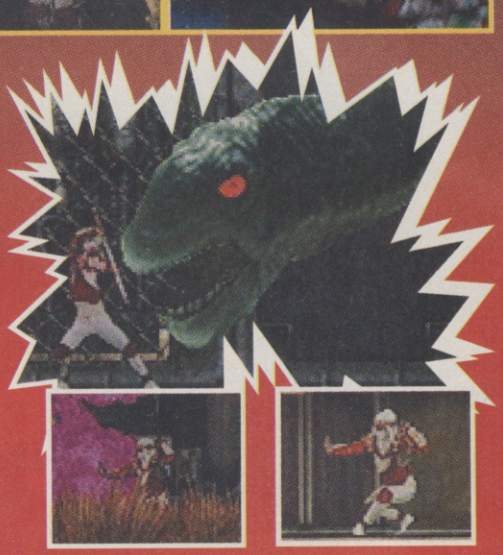
PLAYSTATION.....

GUNNERS HEAVEN...

SONY.....

A poor man's Gunstar Heroes. What it lacks is a two-player mode and the originality which made Gunstar a classic. Shame, this could have been really good.

REVIEWED ISSUE 164..... 78%



NINJA MASTERCLASS

Joe Musashi, old Shinobi himself, has learned a few new tricks since his last appearance on the Mega Drive. It's not as if he was short of moves before though.

Multi-Shuriken
A quick leaping spin followed by a tap on the shurikan button unleashes a volley of death.

Spinning Attack
He obviously learned this little move after playing too many games of Star Wars on the SNES.

Multi-attack
Hit the attack button repeatedly and Joe launches himself forwards with a barrage of swipes and slices.

Shuriken
Dull and not that effective. Joe simply chucks a bit of sharp metal at his enemy and hopes they don't block.

Jumping Slash
Handy for roof-mounted ninja-types who are too afraid to come down for a proper fight.

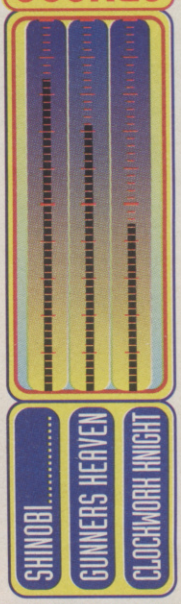
Slash
Joe's standard attack. Not particularly interesting, but still good enough to chop people in half.

Diving Attack
Drives three feet of cold steel through the skull of the recipient. Except it gets blocked most of the time.

Block
Bah, if you're hard enough you won't need this, 'cos you'd have killed everyone already.

Running Attack
Kills most ninjas right out and is impossible to block. Needs a good run-up first, though.

SCORES



GRAPHICS 81
Digitised backgrounds with limited interaction.

ANIMATION 77
Decent sprites, but could've been done better.

MUSIC 73
There's a rather dull background track that plays throughout.

SOUND EFFECTS 85
Excellent samples – especially for sword blows.

GAMEPLAY 88
Fun, and extremely tough from level four onwards.

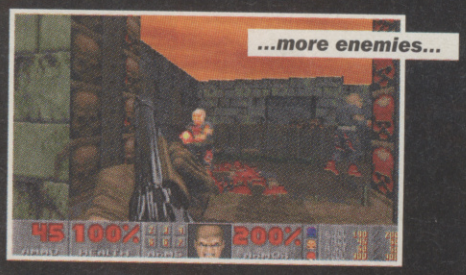
VALUE 79
Not the kind of game that warrants high import prices.

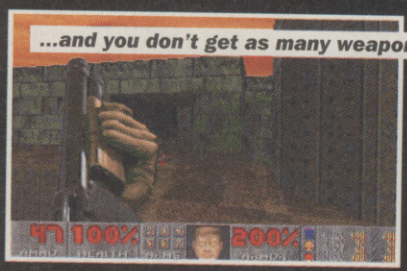
OVERALL
Very playable, and the digitised intro looks really cool but it's just not the kind of game you'd expect on a £400 super console.

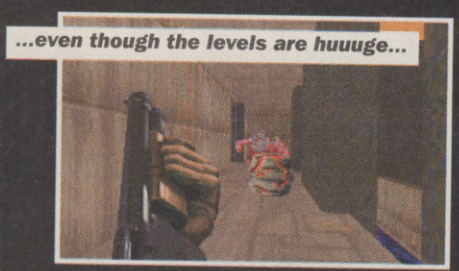
84

CONSUME THIS, MELONFARMER

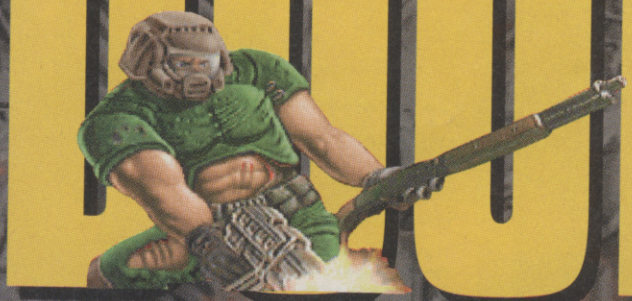
In a single player game, the only difference between this and the original Doom is the fourth chapter, Thy Flesh Consumed, which has been bolted on to the end. Unlike all the freeware WADs, this gathering of eight levels has been created by iD to be the most challenging Doom experience ever devised. Here's what to expect...







THE ULTIMATE DOOM: THY FLESH CONSUMED

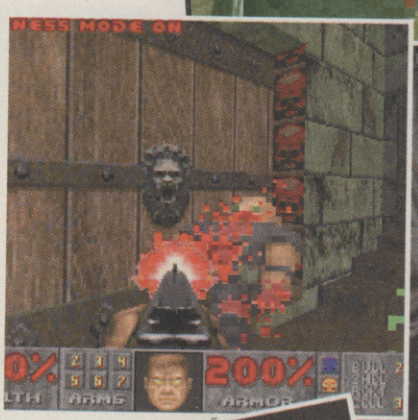


Thy Flesh Consumed? Thy wallet consumed, more like. The question isn't can we stomach more Doom, it's do we want to pay for it?

Looking at this objectively, Thy Flesh Consumed is a major step back for iD. Despite the success of Doom 2, what's on offer here is the original game, plus one extra chapter and the shareware version of Heretic bundled in with it. For those people lucky enough to have access to a network, the multiplayer features have also been bumped up – which is as good a reason as any to buy the game.

So it's value for money? Well, kind of. It's kind of worth it if you don't have the original Doom and it's kind of worth it if you were so mad about the original that you want to pay for an extra eight levels rather than use scabby WADs that some spotty Scandinavian student's put together.

On the flip side, Doom is one of the greatest games ever, and there aren't that many people who own a full version of the original. If that's the case for you, then this pack represents good value for money. Providing you don't mind taking a small step back from Doom 2, that is.



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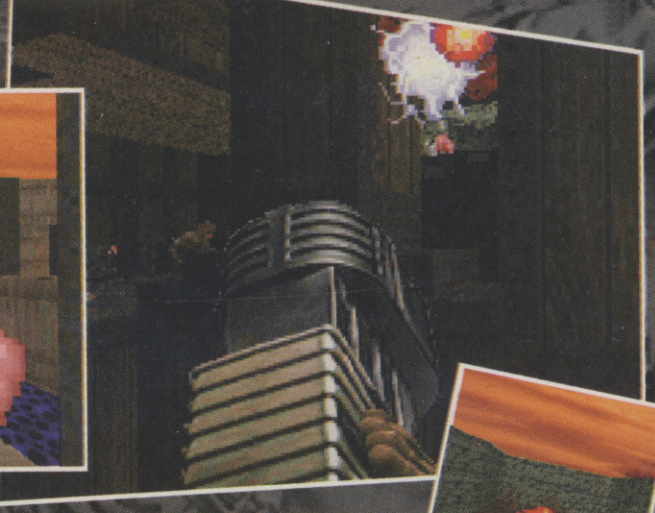
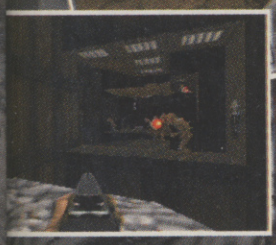




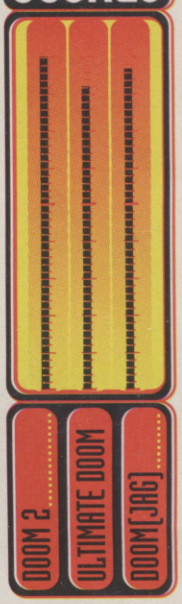
VERDICT

PC CD-ROM

Don't get me wrong, Doom is still one of the games I play the most, even now. But if I was Johnny Punter, it would take a lot more than what's on offer here to make me part with the readies – even if this is substantially cheaper than most PC games. I still believe, though, that every PC owner in the world should own a copy of Doom, and if you don't, then this is the perfect opportunity to come in from the cold.

MARK PATTERSON

SCORES



GRAPHICS 89
Still the same dark, moody visuals.

ANIMATION 79
Starting to look a bit dated these days.

MUSIC 82
Atmospheric and doesn't intrude on the action.

SOUND EFFECTS 90
Brilliant noises throughout. Worth turning the speakers up for.

GAMEPLAY 94
There still hasn't been a direct competitor to Doom.

VALUE 90
Good value, but not worth it if you've already got it.

OVERALL
Doom is still a brilliant game, but it's starting to wear paper-thin now, but if you are Doom-less then this is well worth a purchase.

89

OTHER VERSIONS

JAGUAR
ATARI / £49.99
The best console version so far, and if you've got the kit, you can play it head-to-head with a mate.
92%

32X
SEGA / £49.99
A good attempt from Sega, but the game is a little short of levels. But you can't have everything.
91%

PC
VIRGIN / £44.99
New weapons and a few new creatures do help make a difference between this and the original.
94%

COMING SOON

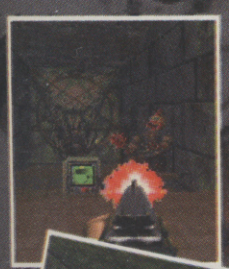
NINTENDO ULTRA 64

DOOM

NINTENDO

There hasn't been a bad version of Doom yet, and the NU 64 version could be the best version of the lot, if the programmers decide to really tart things up.

EXPECTED RELEASE APRIL '96



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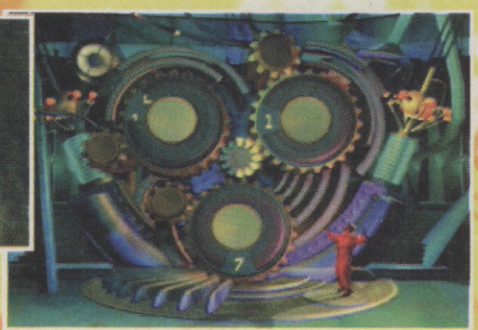
ZHADNOST: THE PEOPLE'S PARTY

It's a Twisted lookey likey that involves a capitalist game show in an Eastern Block Commie country. Take it away comrade...

Bruce Forsyth was the Game Show. He had catch-prases, a string of beautiful assistants, fabulous prizes all before he took The Long Walk... and now he is to be replaced, if the tabloids are to be believed, by Jim Davidson, he of Big Break and 'Nick, Nick' fame. Sad isn't it? Similarly, when the 3DO was released EA launched the quite splendiferous Twisted, it was funny, original and off-the-wall, now post-Twisted we're treated (used in the loosest sense of the word) to Zhadnost, where you are one of the contestants in a game show in a post-revolutionary eastern state. There's loadsa FMV of your game hosts and contestants, whereas the actual game element is quite weak. It consists of seven challenges which range from a mix and match sounds and pictures round to American trivia questions and a kind of spinning draughts game. All of which gets very repetitive.



WATCH THE MONEY GO ROUND

Remember the game Frustration with the popo-matic dice? Well I'm afraid it was 18 BMD (before Mega Drive) and this bit of Zhadnost is almost identical, expect they've painstakingly removed the fun element.

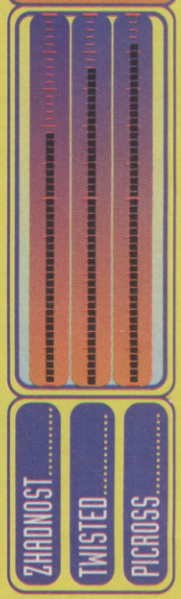
VERDICT

3DO

Twisted was one of the first really decent 3DO games. Original, funny and well designed. In fact, everything that this isn't. Twisted worked because it brought us a new and novel way of using FMV. This game employs the technique just as well but suffers from a poor script and a kind of plagiarism that doesn't compliment what went before, and subsequently the puzzle games just can't win through alone. In fact, shoot the writers, slap the designers and kidnap their families so they're forced to get it right next time.

GARY LORD

SCORES



ZHADNOST
TWISTED
PICROSS

GRAPHICS 90
Excellent digitised graphics make for a visual feast.

ANIMATION 89
Not really animation as such but that's not a fault.

MUSIC 85
Plenty of wacky tunes to keep your 'lobes contented.

SOUND EFFECTS 80
The production quality is just right. Shame it plays like a pig.

GAMEPLAY 65
Lacklustre puzzles and few gameplay rewards.

VALUE 63
I'd spend my money on Twisted if I were you.

OVERALL
An inferior version of Twisted Gameshow which has added nothing whatsoever to the genre.

68

ACTION SOCCER

Did you know you can see three games at Highbury for the price of this game? Great value or what?

Football is very 'lad'. There's no denying it, OK more and more 'birds' are having a go at it, but at the end of the day it's a Saturday afternoon lad culture, and most of the games available mirror this, when you look at the likes of Striker (from Time Warner, see last ish) FIFA Soccer et al. There are a few comedy-like exceptions: Sensible Soccer, and International Superstar Soccer on the SNES has a certain mad Japanese feel to it. So, when you look at Action Soccer, the new PC-CD footie game from Ubi Soft, and you see the team logos and emblems you notice that they resemble something out of a Hanna Barbera cartoon, all of which doesn't set you in the right frame of mind for a serious game of footie.

Anyway enough about the naff team names let's go to play... There are various options: one or two player (although you can have an eight player tournament), weather conditions: rain, snow, sun; commentary is the game's piece de resistance since it features Sky Sports' Jonathan Pierce (and Capital Gold) who comes out with some choice and bizarre snippets which will encourage you to keep that volume knob cranked up. The controls are simple to grasp, although play seems somewhat stilted, regardless of whether you play in 3D isometric view or side on.

PC CD-ROM.....
SPORTS.....
UBISOFT.....
£34.99.....
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TWO PLAYERS.....
NO OTHER VERSIONS PLANNED.....
NO OTHER VERSIONS AVAILABLE.....

ALTERNATIVE

3DO.....
FIFA.....
EA.....

This game was launched across most formats, so whatever your machine you should be able to get hold of a copy, though the 3DO version is ultimately the best.

REVIEWED ISSUE ... 156:92%

SCORES

	SUPERSTAR SOC.	FIFA 3DO	ACTION SOCCER
GRAPHICS	70		
ANIMATION	73		
MUSIC	84		
SOUND EFFECTS	87		
GAMEPLAY	71		
VALUE	68		
OVERALL			

The different viewpoints is certainly a good idea.

Tidy, but unspectacular. Just check out Gremlin's Actua Soc.

Loads of beefy tunes which are read straight from CD.

The commentary is the best heard in any sports game.

Very much kick and run, lacks style and skill.

Save your money, there are better games on the way.

12 months ago this may have been worth it, but there's plenty of excellent stuff on the way very soon.

73

YEAH BUT YOU WON ON PENALTIES...

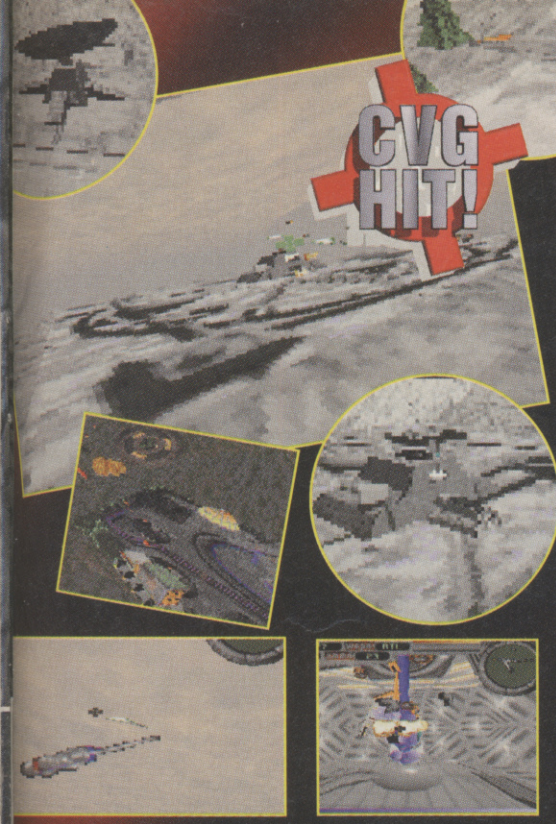
Well we've bitten many a nail watching a match in the World Cup only for the game to be resolved by penners. And in Act Socc you can do the same but you can also plump for extra time, penalty kicks or sudden death.

VERDICT

PC CD-ROM

You can't help thinking Action Soccer is a somewhat vain attempt at a footie game for the PC, because there are just so many viable alternatives if you own a PC and you want a decent footie sim. That's not to say that this is necessarily bad, it has excellent commentary, is very easy to play, but the CPU is difficult to beat, the game seems somewhat slow, there's no aftertouch and there's not really a lot of 'action' in the game. Shame.

GARY LORD

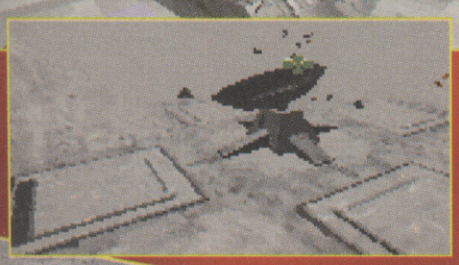


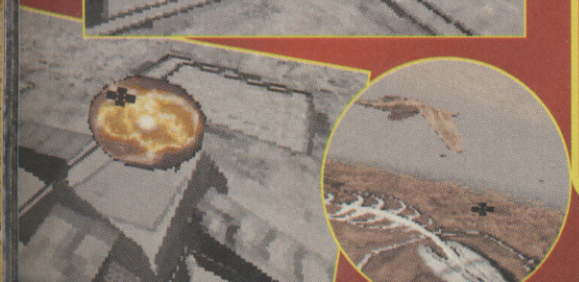
THREESOMES

Yes there's a massive three differing views for you to try your shootin'-and-a-flyin' skills out, don'tcha know!

TERMINAL VELOCITY

Velocity. Defintion: the law that the more distant a nebula the greater is its speed of recession. Well grab hold of your nebulas as this game is terminal...

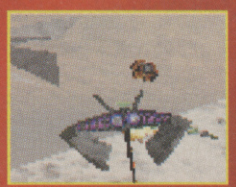




PC CD-ROM.....
SHOOT-'EM-UP.....
US GOLD.....
£39.99.....
OUT NOW.....
EIGHT PLAYER.....
NO OTHER VERSIONS PLANNED.....
NO OTHER VERSIONS AVAILABLE.....

Never will you be more pleased with yourself that you bought a joystick for your PC than when you play 3D Realms Terminal Velocity, because on keyboard this game is good, but take control of your craft with the joystick and boy this game becomes slick and slicker. The plot is your usual fayre, some tripe about the future, Earth's enemies, blah, blah, you're in command of a squadron, blah, blah, that has to destroy various installations, blah, bla.... Who cares, as basically you're a starfighter whose job it is to dogfight your way out of sticky pudding-like situations and manoeuvre your way through a 3D polygonised landscape.

There's nothing more satisfying than watching an adversary bite the dust, and there's no messing around trying to fathom out what the hell you've got to do, your radar points you straight to your targets and handling is a dee-ream, so all you have to spend your time doing is blasting seven shades of the 'S' word out of any 'C' words that get in your way. All in all, it's a gas, gas, gas. Maaan.



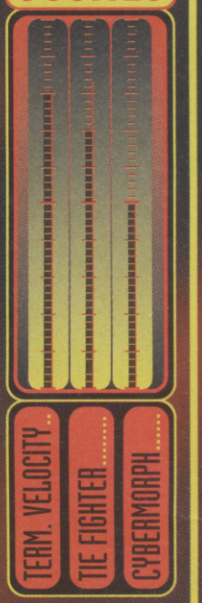
VERDICT

PC

Put it this way, if this was a Star Wars licence then it would also be a licence to print money, because this is reminiscent of all those polygonised flying shoot-'em-ups, but it also has an appeal of its own. Twisting and turning your way through numerous dogfights will keep you hooked, and there's plenty of individuality in the game (secret tunnels, kamikaze ships, hidden enemies) that add to the game's longevity, and the graphics are so smooth that you'll be playing TV for some time to come.

GARY LORD

SCORES



GRAPHICS..... 90
The explosions, and the scaling scenery all add to the atmosphere.

ANIMATION..... 89
It's all very smooth which adds to playability

MUSIC..... 70
Could be a bit more frantic, but has that Star Wars-y feel.

SOUND EFFECTS.. 85
Plenty of beefy effects for every occasion.

GAMEPLAY..... 92
No tricky controls to master, especially with a joystick.

VALUE..... 90
The shareware version is particularly great value.

OVERALL.....
An excellent contender in the world of polygonised shooters, simple but at the same time bloody brilliant. A fantastic game all round.

91

PLAYSTATION
RACING
PSYGNOSIS
£UNCONFIRMED
OUT SEPT
TWO PLAYER LINK-UP
PC CD-ROM VERSION PLANNED
NO OTHER VERSIONS AVAILABLE

WIPEOUT

CVG GOLD

Time to take to your anti-gravity craft and race in Psygnosis's bid for the best race gaming experience, ever...

When Ridge Racer and Daytona USA were released on their respective Next Gen consoles (PlayStation and Saturn, just in case you've been living on Mars) there was no clear winner in producing the best car racing game. While one was graphically more polished, the other had more tracks and slightly superior gameplay. Now the futuristic fly-'em-ups have landed in the form of the lacklustre Gran Chaser on Saturn (and on import) and the superlative Wipeout on PlayStation. As the screenshots show, a lot of work has gone into making this baby look beautiful, and though we can't show you how well the game moves believe us when we say it's smooth of movement and fluid of animation and plays like the best dream you've ever had but can't remember it the next day, 'cos it was that good, right?

No doubt you're thinking he's being a bit premature here, telling us this game's totally wünderbar and he hasn't even told us what the whole shebang is about. Well basically you're flying and racing (there are eight pilots, though our fave is Paul Jackson from Great Britain) along with six different anti-gravity tracks (there are two classes of fighter however which doubles up the tracks to 12, and a hidden one!) in air-space combat craft that were surely inspired by the Vipers from Battlestar Galactica. You race against seven other craft and each one is vying for supremacy and flying past any of your fellow racers is no easy feat. So it certainly helps to activate a power up which are the star-shaped lights that flicker as you fly along the track. 'Longevity' is one word Psygnosis have taken into account with Wipeout because all the crafts' intelligence makes for challenging gameplay (plus there are a few hidden secrets in there), but where this game really excels is in the two player link up mode; hook two machines up and you'll be ecstatic that you've upgraded to the Next Generation of consoling.

Middle pic is you looking defeated.

THOSE POWER-UPS IN FULL -ISH.

Rockets
Fire these and do a quick 'V' sign as you race on by.

Heatseeking Missiles
Find their victims relentlessly and leave you to just fly by.

Mines
When someone's on your tail just drop this little load and you're laughing. Ha ha in fact.

Shields
Protects you from any adversary attack, but you can't attack while under a shield.

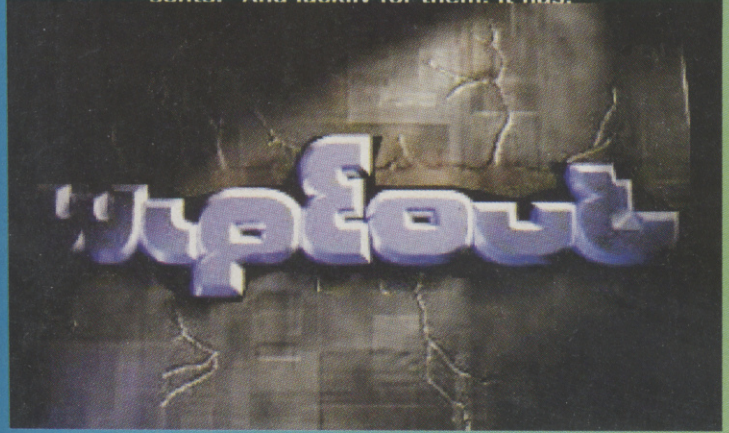
Electro Bolt
Sends a bolt of blue lightning up your opponent's jacksie.

Turbo
Activate this baby and you'll find you cruise past those other racers.

The missiles and turbo power-ups add another dimension to the game.

SOUNDS ALRIGHT TO ME

The sound FX for Wipeout are pitched just right, but it's really the soundtrack that needs singling out because it's totally 'mazing. Why? Well Psygnosis have used dance rave gurus Orbital, Leftfield and The Chemical Brothers to produce three of the awesome eleven tracks packed on to this phenomenal game. The Psygies have also employed the talents of the Designers Republic (whose credits include the cover of Pulp's Common People CD) to design the cool looking in-game fonts, character and team icons. Psygnosis approached the Republic because "we wanted a design to reflect the technological leap forward that the PlayStation represents." And luckily for them, it has.



Even the soundtrack goes all echo-ie when you go through a tunnel.

THE BOYS (AND GIRLS) TO ENTERTAIN YOU)

Each of the craft have their own nuances when playing on the track. For example Paul Jackson's ship is quite heavy so when flying over gaps in the track you have to pull up so that you don't take a time penalty as you collide in to the bottom of the track.

anastasia cherovoski

arian tetsuo

kel solaar

john nekka

ariel tetsuo

paul jackson

daniel chang

sophia de la rente

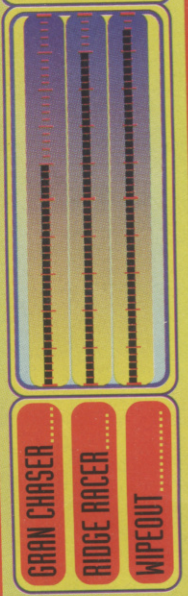
The other racers really do vie for position.

LET ME TAKE YOU THROUGH IT

OK, it's not flowing in all its 32 bit loveliness, but here's what you can roughly expect when you buy (which we strongly recommend) Wipeout and go to the first track.

CVG GOLD

SCORES



GRAPHICS 95
For an English game it looks very Japanese, which is a real bonus.

ANIMATION 93
No dodgy clipping à la Daytona, smooth as a Baywatch babe's butt.

MUSIC 96
Coming in at an incredible 150bpm, bonafide ravetastic.

SOUND EFFECTS 87
Decent enough quality, but nothing to get too excited about.

GAMEPLAY 96
Race by yourself or a mate, just gameplay at its best.

VALUE 85
No confirmed price, but top ace value longevity-wise

OVERALL
A horny piece of software. This has the gameplay, graphics, sound and all-round loveliness that make a classic mind-meld.

96

GROUP VERDICT

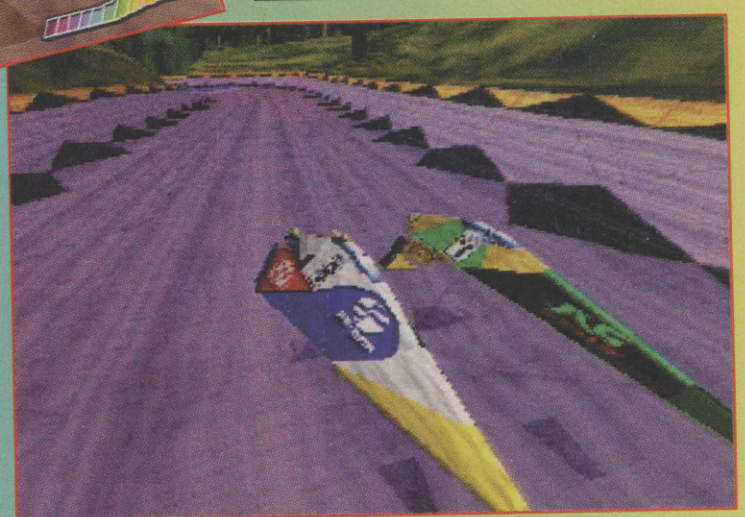
RADION AUTOMATIC
Wipeout is, without a doubt, the sexiest game ever produced. It looks like a Silicon Graphics movie, it sounds like an evil druggy rave and it plays like the slinkiest minxing-est sensationfest ever to grace any computer. You must buy it.

MARK PATTERSON
This is amazing! It's the first game in years that's actually had me swaying in my chair when I go around a corner (you know, like parents, old people and girls do when they play games). You must buy this. Really. Or I'll beat you up.

SIMON CLAYS
Ever fallen in love with a console? If not Wipeout is the game that could change your life. What a soundtrack. The combination of hypnotic tunes merged with the horniest graphics and cool gameplay will leave you in a foaming mess on the floor. It's sex, well-ish.

Shields on!

Every track looks awesome.



VERDICT

PLAYSTATION
The time and effort that Psygnosis have put into this game shows. Wipeout truly looks like the best game I've ever seen and no mistake. My main concern when I played an early version was the playability, but in the finished version that competitive element is there big time – espesh' in the two player link up. The soundtrack adds to speed of the game, and once you get used to the crafts' handling (the airbrakes activated by the forward control buttons are crucial for cornering) you just can't turn this game off.

GARY LORD

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69 Mortal Kombat 3

Acclaim have just signed this monster for 16-bit and we take a major gander at what could well be the Christmas all-formats number one!

16-BIT

Things are very quiet at the moment on 16-bit, but with massive conversions such as Primal Rage, Doom and Mortal Kombat 3, who needs the chaff?

60 Primal Rage
Time Warner's conversion of this monster coin-op is finally here on the Mega Drive and SNES. Have they done the business and brought this motley collection of rubber dinosaurs to life? Find out here!

62 Donkey Kong Land
You will not believe this game when you see it – Rare have created a handheld conversion that's actually better than the SNES original! Honest! Turn to page 62 now to find out more about this remarkable game.

64 Gloom
Even the SNES has got Doom now, but the poor old Amiga's still struggling on without it. In the meantime we've got Gloom to tide us over. Is it the fix that Doom junkies need? We tell you.

66 Batman Forever
Despite what the reviews say, the movie's completely ace! And with the 16-bit conversion of the game it looks like Acclaim have done it justice.

68 Phantom
Can the Mega Drive stomach another action platformer? The answer's probably yes when it's one as big as this!

70 Consoles USA
We check out the console scene Stateside to find out what they're going loopy for at the moment.

72 Doom
Is it really possible to put Doom onto the SNES? Ocean think so and so do we as take an early blast through this completely amazing conversion. Prepare to be dazzled at it hits you – blood and all.

SNES.....
BEAT-'EM-UP.....
TIME WARNER.....
£59.99.....
OUT AUGUST.....
1-2 PLAYERS.....
MEGA DRIVE, GAME BOY, GAME GEAR, PC, SATURN, MAC, PLAYSTATION, JAGUAR AND 3DO VERSIONS PLANNED.....
ARCADE VERSION AVAILABLE.....

PRIMAL

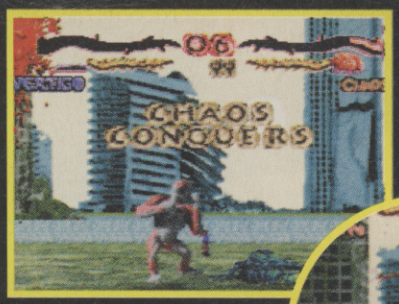
Dino where your children play...

Dinosaurs are pretty blinking scary, as anyone who's ever seen Jurassic Park will tell you. Indeed, none was scarier than the terrifying Tyrannosaurus Rex (King of the Tyrant Lizards), as anyone who's ever played Dinosaur Top Trumps could tell you, because that was the best card and almost always won. But that was 64-71 million years ago, and now a more terrifying dino has reared its (slightly belated) pink head – Barney, King of the Friendly Smiley Hypno-Lizards.

The Pied Piper of the reptile world, Barney uses his strange mind powers to control the feeble wills of young children. You can see them following him around, eyes glazed, fixed rictus grins upon their faces, mindlessly repeating his platitudes of goodwill before being led off to his foul urine-drenched cave to be devoured. It wouldn't be quite so horrifying if he didn't make them sing those awful songs before eating them. Next to him the latex monstrosities of Primal Rage look quite wholesome. I certainly know which ones I'd rather leave my kids with.

BRAIN FLAKES

Dinosaurs, despite their ginormous girth, have brains about the size and consistency of a pea. As a result they tend to get a bit confused by things like contra-flow systems and video recorders. They also have rather fragile minds which seize up if they take a bit of a battering. You can tell how awake your dino is by checking out the Brainergy bar underneath the regular life bar. Once this hits zero your terrible lizard is stunned and incapable until shaken awake with joypad bashing or slapped back into consciousness by an enemy attack.



▲ That sounds like the title of a Heavy Metal album.

▲ Two friendly dinosaurs build a snow monolith.

▲ That looks rude. Ban these evil games now! © R Murdoch

▲ Aah, primitive Scrabble chips, if I'm not mistaken. From the Benozodiac Age. Honest.

RAGE

RAARGH! ON MEGA DRIVE TOO!

Not content with bringing their Paleolithic majesty to the SNES, those wily Primal Ragers are next set to invade the Mega Drive. The conversion is looking every bit as faithful as the SNES job, so Sega-owning Primal fans look set for a treat. But don't just take our word for it, have a look at these here screenshots...

ALTERNATIVE

PLAYSTATION.....

TEKKEN.....

NAMCO.....

Tekken is both a technical and imaginative tour de force. It might be unfair comparing the two, but life's tough suckers, and it's time you learned that.

REVIEWED ISSUE 163: 97%

MEET, GREET AND EAT

Birds do it, bees do it, even educated fleas do it, let's do it, let's eat some nosh. Yes, we all eat food, and dinosaurs are no exception, the lardy gets. But they don't eat pies, cakes and sandwiches like we do, oh no. They eat people. Luckily for the dinosaurs they've got bunches of human follower slaves (a bit like Barney) for snackage purposes. Every time your opponent is suitably bashed, one of his minions leaps prostrate in front of you and, should you know the required joypad commands, you can bend down and eat them, thus replenishing your energy.

VERDICT.....

SNES

As a conversion, Primal Rage offers everything you could want. It's as close to the coin-op as is possible, and the feel and controls have been translated perfectly. But then again I always thought the coin-op was a bit pointless. If you're a big Primal fan you won't be disappointed by this, but if you're just generally in the market for a new game sixty quid could be better spent.

RAD

SCORES

GRAPHICS	89
ANIMATION	88
MUSIC	90
SOUND EFFECTS	90
GAMEPLAY	86
VALUE	71
OVERALL	80

THE PRIMAL RAGE COIN-OP

Hey, you may not be able to win the lottery (who needs it anyway), but you can win an excellent space-hugging Primal Rage coin-op totally gratis! We've teamed up with our sister titles Mean Machines Sega, Sega Magazine and Nintendo Magazine, along with Dixons and Time Warner to bring you this exclusive competition.

Entering couldn't be easier. Simply pop along to your local Dixons, purchase a copy of this fine coin-op conversion and the cheery little sales person will hand you a scratch card.

Then all you have to do is rub off that annoying bit of silver and pick up an October issue of one of the magazines listed above. If your number matches the prize number in that magazine you may have won the coin-op!

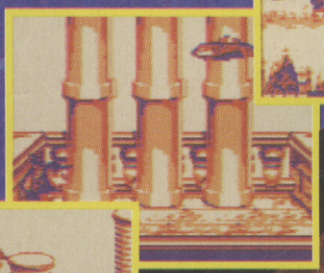
See? Don't say we don't give you anything, alright?

WIN!

Ooh! Ooh! Ooh! I want to be like you-oo-oo! And you know that's exactly what the Game Boy version does. Except it plays better than its superb bigger brother Donkey Kong Country...

CVG HIT!

GAME BOY.....
PLATFORM.....
RARE.....
£29.99.....
OUT 18 AUGUST.....
ONE PLAYER.....
NO OTHER VERSIONS PLANNED.....
SNES VERSION AVAILABLE.....



DONKEY KONG LAND

Old Donkey Kong must sit there in his palatial tree-mansion counting the bananas, scratching his bonce in amazement at how exactly this situation arose. All those years back he was the badass who did time for chucking barrels at that plucky little moustachioed plumber, Mario. Can you really blame the gangster gorilla for throwing kegs at a man who insists upon wearing a slug on his top lip?

Anyhow, the judge didn't think that way and DK went into the big-house, until, low and behold he turns up with a driving licence ready to ram Mario off the road for all time in Mariokart. We wish he had because he must have known that the pizza guzzling u-bend repair man would morph into Bob Hoskins and become a movie star.

Again the law didn't take to his monkeying around in a motor, and again he ended up caged behind bars. Until those benevolent boys at Rare put up the bail and DK became gainfully employed.

Now he's rubbing his dexterous hands and toes together as the Game Boy version gets ready for the shops. With 30 extra levels, groundbreaking graphics and some new enemies, old DK is truly a brass-ed monkey.

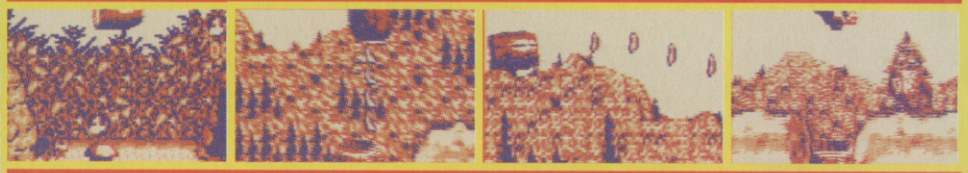
VERDICT

GAME BOY

If someone accosted you in the high street and said a GB version of the classic DK Country would be superior, you'd have reached for the straightjacket. However, half-an-hour after playing it you'd sheepishly have to undo the straps of the alleged nutter. This game is brilliant and the only difference to the SNES version is the rendered sequences. This is a small price to pay as it's cram-packed with detail, beautiful animation and most precious of all, gameplay. Amazing, one of the best things for the Game Boy ever.

SIMON CLAYS

ROLL OUT THE BARREL



The Kong family enjoy being shot from barrel to barrel to get through the levels. Although God only knows what kind of flashbacks Kong has reminiscing back to when all he knew to do was throw them.

PIGS CAN FLY!

Hogwash doesn't really interfere with our swinging simians, but he doesn't half restrict the monkeying around.

NAUGHTY-LUS

Nautilus the crafty crustacean likes to hang around treasure troves waiting for apes with an eye for loot.

RAMRAIDER

The be-goated Ram Head keeps his head low while waiting for your cheeky monkeys to turn up. He's really rock hard.

FANGFISH

A deadly fillet from the deep that uses ape bones to digest its food and will turn you into battered baboon if he gets too close.

MINER'S HARMS

All kind of problems for your primates when this psycho womble, Hard Hat, starts throwing his weight, and hat for that matter, around.

KILLER GORILLA

Top Planet of the Japes action when DK confronts Krusha the bevested muscle-head and duly dispatches him. Be careful because Diddie's liable to get himself caught by the monkey nuts if he takes Krusha on.

SCORES

GRAPHICS	93
ANIMATION	90
MUSIC	80
SOUND EFFECTS	74
GAMEPLAY	94
VALUE	92

OVERALL

93

LIKE FATHER LIKE SON

Well-ish. Obviously Kong's a lot stockier with all that thick apely fur whereas his simian sibling, Diddy is faster and more agile, but can't quite pack the punch that Kong can. We'll leave you to argue about who you prefer.

A1200
SHOOT-'EM-UP
BLACK MAGIC
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OUT NOW
1-2 PLAYER
NO OTHER VERSIONS PLANNED
CD32 VERSION AVAILABLE

▲ *Looks a little like Alien vs Predator meets Bloodshot, doesn't it?*

Has the Amiga finally got a genuine decent Doom clone, or just a steaming pile of dungeon sewage?

GLOOM

The 'doom' game eh, can we ever escape it? It's been around for blinking ages in various forms, yet still manages to cause a stir in the microswitches of many a joypad when a new version or clone pops up. In fact, you've only got to take a flip through this ish and you'll find a reviews of Ultimate Doom and preview of Doom on the SNES.

So it was only a question of time before the Amiga came up with a half-decent clone - there have been others, but they've all been pretty dull affairs specialising in fancy wall textures followed by dull 3D walks around dungeons rather than a stiff tonic of double guts 'n' gore on the rocks.

In Gloom you play a US Marine on a mission to reap havoc in a labyrinth of baddy infested dungeons. Not the most unusual of plots, but it could be just the medicine Amiga owners badly need, craving for blood as they do.

Apart from an abatoir full of dismembered limbs and blood, Gloom also comes with a psychotic two-player split-screen death-match affair, a two-player you-and-me-against-the-world-pal and a jolly little link-up mode. All in all we think that's pretty good value for money, on a blood for cash basis you understand.

VERDICT

A1200

Gloom has to be the definitive Amiga Doom clone thus far and it's highly unlikely that too many others will materialise before the Amiga (in its present form) splutters off to the home for senile technology. But what we get here is indeed highly playable. What we lose in looks, the enemy get pretty pixilated close up, we regain in pure gore playability, sheer volume of flying entrails and more levels than you could shake a dismembered forearm at. Belting stuff and a definite browny point for the Amiga. Who said it's on it's last monitor stand, ooh, I did, Ah, well kind of strike that from the record, for now.

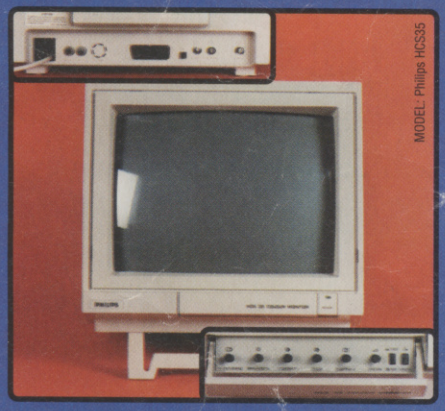
SIMON CLAYS

SCORES

GRAPHICS	78
ANIMATION	76
MUSIC	79
SOUND EFFECTS	80
GAMEPLAY	86
VALUE	84
OVERALL	81

BLOWN AWAY

Gloom comes with two play modes, Messy and Meaty. Neither of which are suitable for anyone in cream Chino's and white loafers, although it's questionable what is suitable for anyone in this attire apart from a good kickin'. Anyhow, Messy just throws limbs and internal organs all over the shop, whereas meaty is the proverbial super-rare fillet steak. Not only does it throw guts and entrails akimbo, but it leaves the rotting chopped liver on your screen and floor for the entirety of the level. Ah, Bisto.



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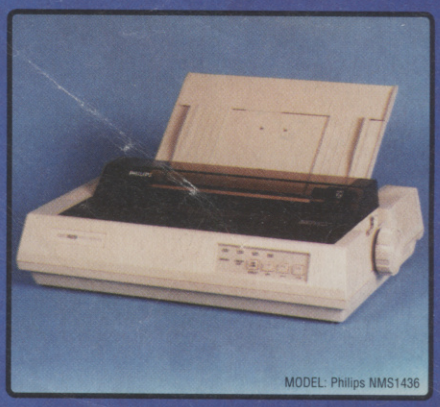

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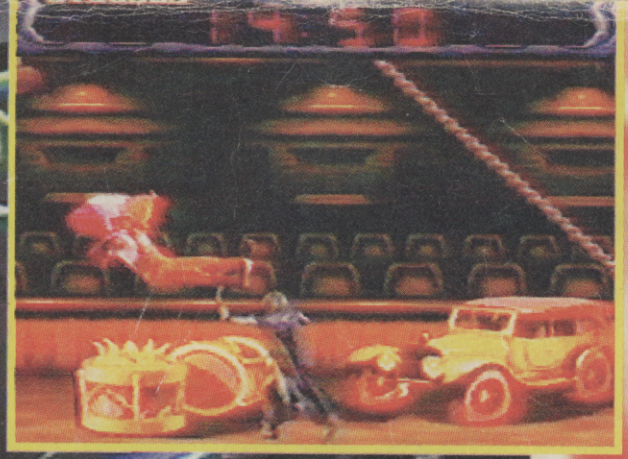
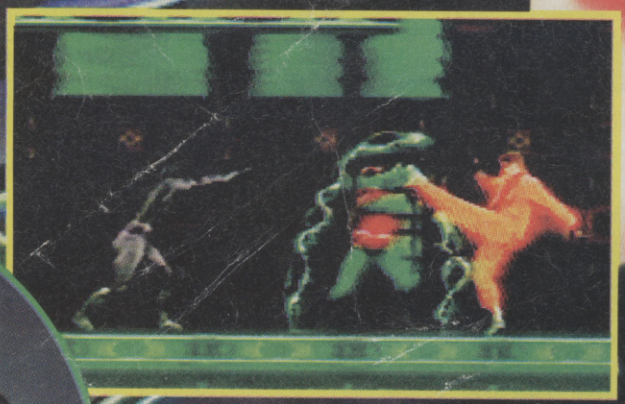
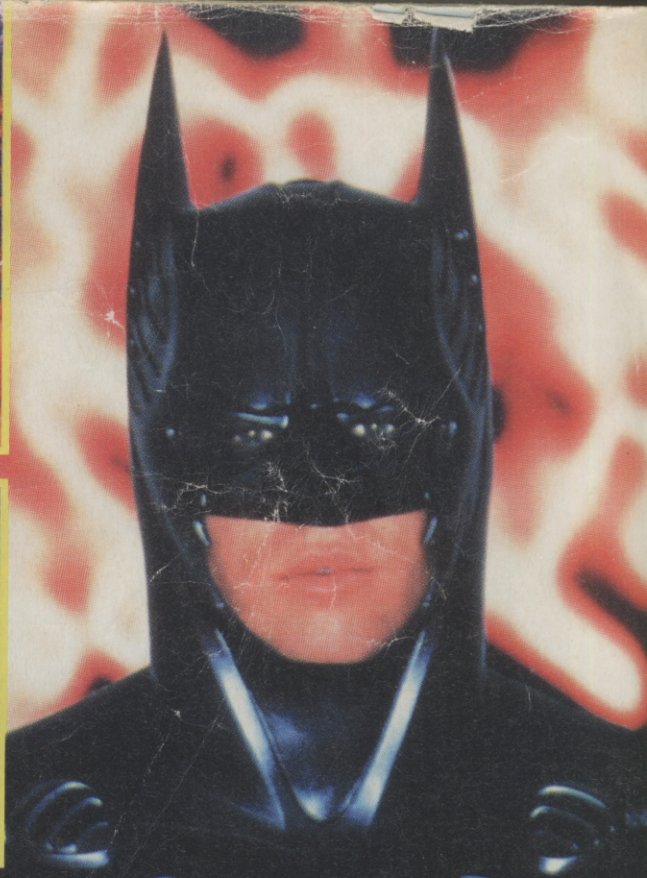
SNES/MEGA DRIVE
BEAT-'EM-UP
ACCLAIM
ETBA
OUT SEPT 7TH
1-2 PLAYERS
MORE VERSIONS THAN YOU CAN COUNT PLANNED
NO OTHER VERSIONS AVAILABLE







Half bat, half man, all Batman – it's Batman!

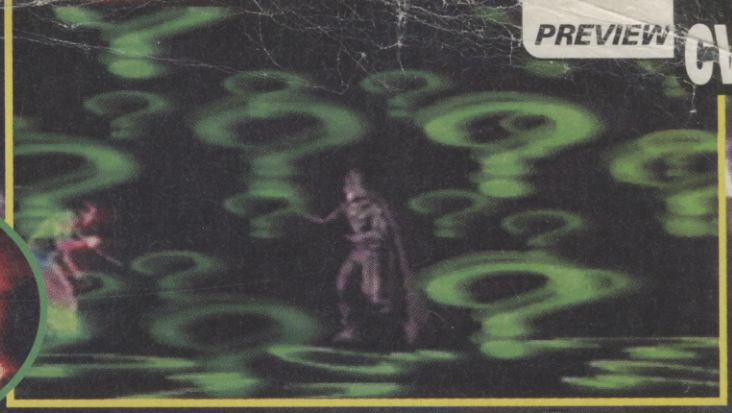
batman forever

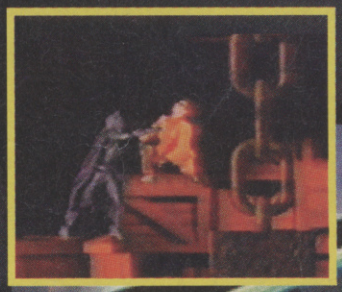
You know, if I was Batman, things would be a bit different around Gotham City. Let's face it, Bruce Wayne's got his priorities wrong. How many times have you seen him at some swank party where an attendant posse of glamourous millionairesses are hanging on his every word, only to rush off without explanation in order to save the life of a poor person? Now if that was me I'd leave the paupers of this world to fend for themselves. I'd have museums to open and stuff like that in my role as a great philanthropic charity figurehead. Then I'd swoop into the night, using my uncanny bat-abilities to strike fear into the hearts of expensive off-licenses, dodgy kebab shops and rude supermarket checkout assistants. And I'd leave all the really dangerous-looking types to the police. That's what they're there for, after all. I'm not going to risk my privileged millionaire playboy ass for some ungrateful wretches like the citizens of Gotham, oh no.

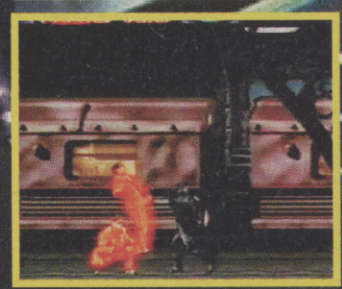
But that's exactly what Acclaim's forthcoming super-licence asks of you. Don the mantle of the Dark Knight. Save the world from evil and tyrannical domination, they say. Beat up villains. Yeah, and I'd like to see one of their programmers putting their dukes up against Two-Face and his gun.

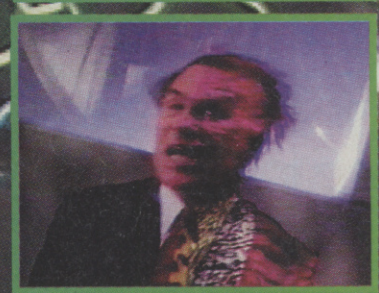
AND WHAT ABOUT THE GAME?

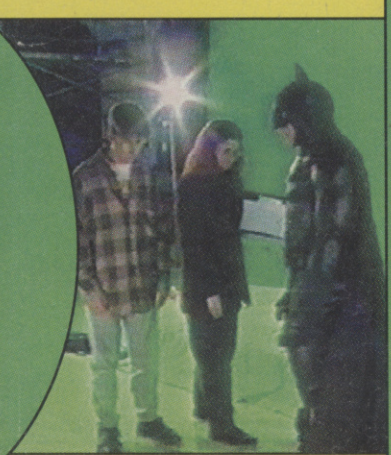
He's great, Batman, isn't he? Normal superheroes have to use icky web fluid or eye beams and stuff to impress people, but Batman can do loads. And this versatility is reflected in Batman Forever, where the Batmeister (and the Robinmeister with a second player) runs, jumps, punches and batarangs his way all over the shop. Obviously you've got to know how to use the character properly if you want to get anywhere in the game, but our advice is to learn to fight first, because it's primarily a beat 'em up.







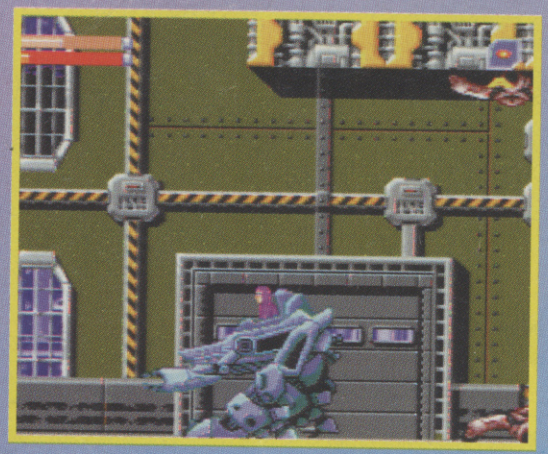




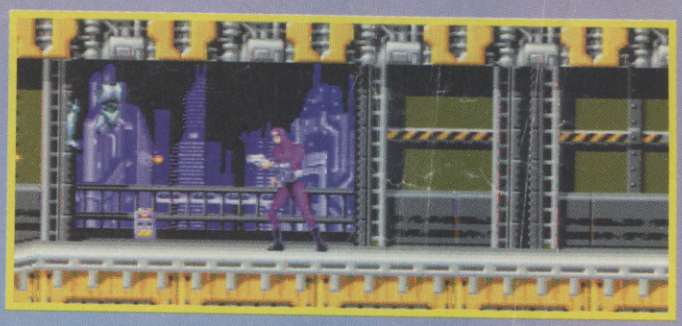
HOW DO THEY DO THAT?

When you've got a licence like Batman Forever you have to make an effort to do it justice, unlike the usual cartoon conversion where you just put an approximation of the main character into a platform game and hope. To make sure Batman Forever captures the feel of the excellent movie, Acclaim have pulled out all the stops. The sprites featured in the game aren't just ordinary hand-drawn things, they're actual actors in genuine real costumes performing against a green screen, from where their likeness is digitised and put into the code. Alright, so it might not be Val Kilmer pulling off the special moves, but it's someone who certainly dresses like him (in Batman).

MEGA DRIVE
PLATFORM
VIACOM
£TBA
OUT OCTOBER
ONE PLAYER
SNES VERSION PLANNED
NO OTHER VERSIONS AVAILABLE

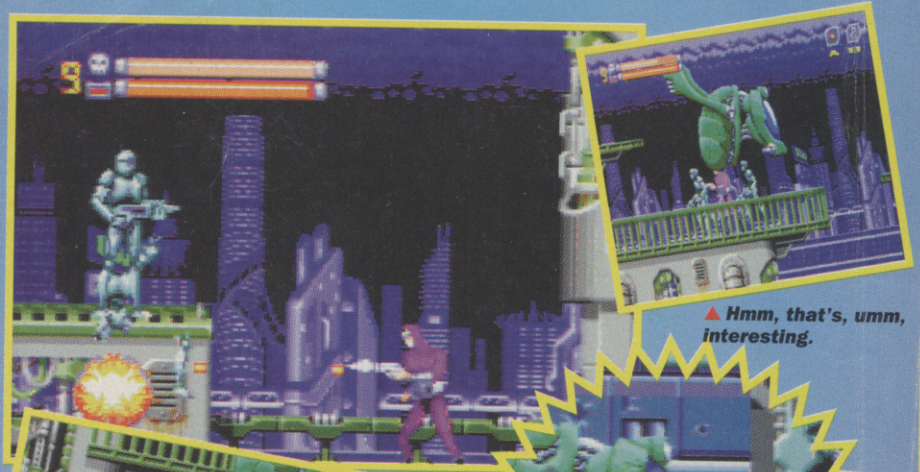


▲ More exciting non-stop Phantom-related Techno Trouser action!

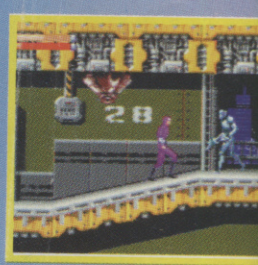


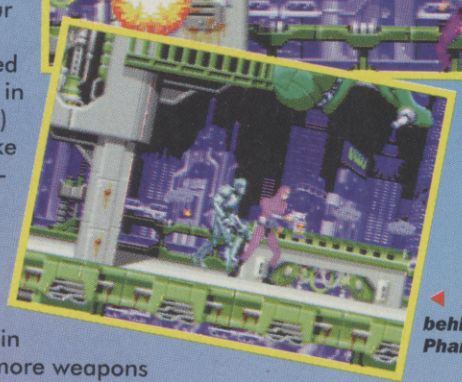
Can the Mega Drive handle yet another platform game? The answer's a definite maybe when you look at the size of this one.

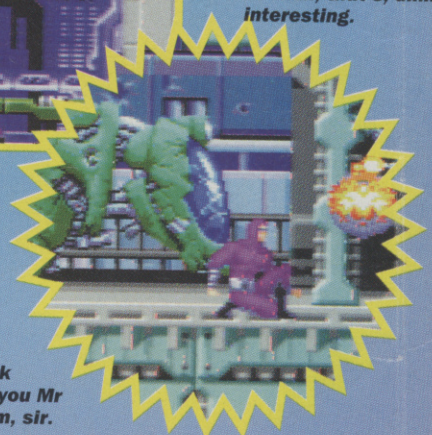
the phantom



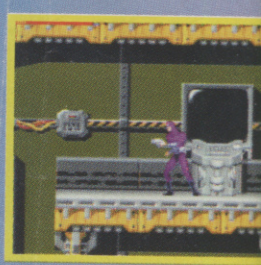
▲ Hmm, that's, umm, interesting.

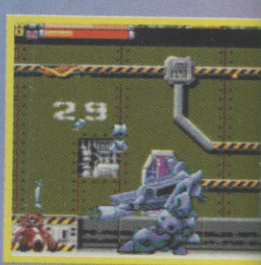






◀ Look behind you Mr Phantom, sir.





▲ Look! Techno Trousers! Where's Grommit?

The Phantom was one of those cartoons suffered by sickly kids – and them only. That's because it was one of those dodgy cheapo ones that use to appear on whatever regional telly you had just before Rainbow started on a schoolday.

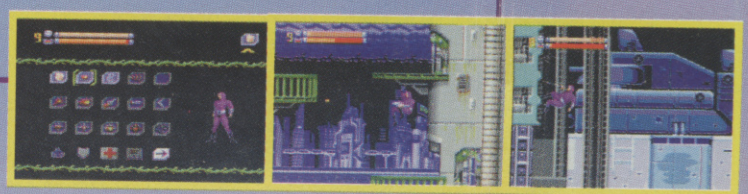
And what did you get to see through the mucus-induced haze of your cold/black eye/mum-my-stomach-hurts? An animated adventure with some bloke in a spandex cat-suit (sans zip) who looked all the world like Space Ghost (yet another B-grade cartoon 'celeb').

But this isn't a game based on character, the onus is on value for money. The finished version will feature something in the order of 70 levels and more weapons than a Manchester drug-den. What could hamper the game is that it doesn't appear to be all that original, although the fact that's it's so sodding massive could well make it worth buying if you're one of those who can only afford one game every four or five months.

Who knows? Will the Phantom triumph over his low-grade cartoon origins and free cash-strapped Mega Drive gamers from yet another re-run of the original Sonic which came with the machine? We'll tell you next month.

ROPEY-DOPEY

Amongst The Phantom's arsenal of weapons is a Bionic Commandos-style grappling hook. Select it and watch him swing, climb walls and get shot when you hit the wrong button. Hours of fun!



SNES.....
BEAT-'EM-UP.....
ACCLAIM.....
£TBA.....
OUT NOVEMBER.....
1-2 PLAYERS.....
ALL MAJOR FORMATS PLANNED.....
ARRCADE VERSION AVAILABLE.....

It's signed, sealed and almost delivered! Huzzah!

Blimey, only this morning did a press release land upon my desk telling me that Acclaim have signed up the rights to convert the 16-bit formats of Mortal Kombat 3 than handsome Simon from that very software house walks into the office and shows us how the SNES version is progressing. Which means either...

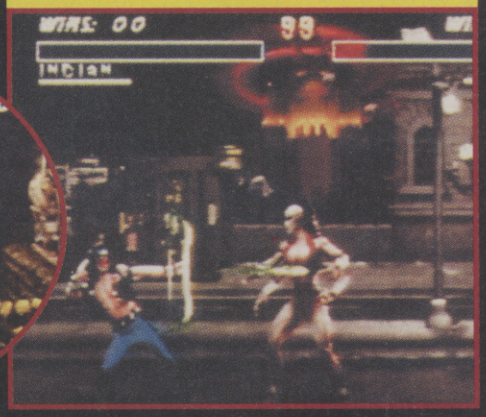
A: Acclaim are prompt and very nice, or...

B: The post is crap and the press release is about a million years out of date.

Anyway, we might have known about it ages since, but this is probably the first chance all you lovely readers have had to get a load of top-quality screenshots like the ones found on this page. And don't they just look splendid? To think we were all a bit curious as to who would handle the conversions after Williams and Acclaim went their separate ways after the days of their "special friendship", and whether the (ace) quality of the previous conversions would survive the transplant (like when you move flowers around). But we needn't have worried, because Acclaim have promised, scout's honour, to include all the groovy gameplay which makes the arcade version the crowd-wowing hit that it is. Anyway, that's enough blithering from us. Just look at those lovely graphics.

IS KANO'S EYE STILL THE SAME SIZE?

Probably the biggest question pertaining to the conversion in progress is whether all the secret hidden stuff found (or not, it's secret after all) in the arcade game will make it to the home formats. After all, Mortal 3, with its Babalities, Animalities, Fatalities, Totalities and Hyperealities has the most secret guff ever seen in a beat-'em-up (probably). But with Probe once again taking the coding reigns in their gnarled yet noble fingers, our guess is that there will in fact be more hidden gubbins in the home versions. Go on, bet you 10p w'ere right.



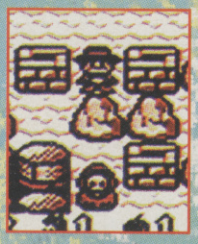
mortal kombat 3

Consoles USA

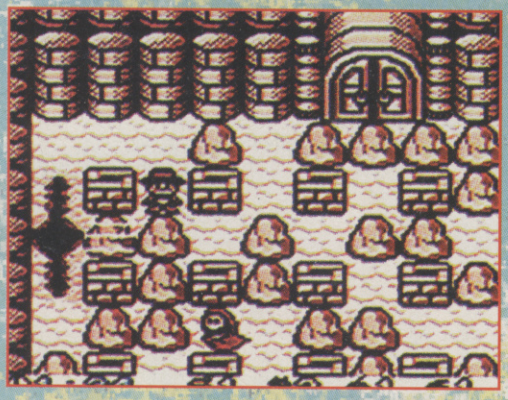
With the 16-bit console market a little, ahem, quiet at the moment, we cast our abused little eyes across the Atlantic to find out what games are going down well over there.

GB BOMBERMAN 2

★ Game Boy
★ Nintendo



One of the best games ever written – and it's so bloody simple. If you don't already have a copy of Bomberman on any format, it'll be worth shelling out for a Game Boy just to play it. It's just totally superb in any incarnation. Everyone should own a Bomberman game, and that way we can all get together and play multiplayer Bomberman for ever and ever, ending all wars and poverty, etc.

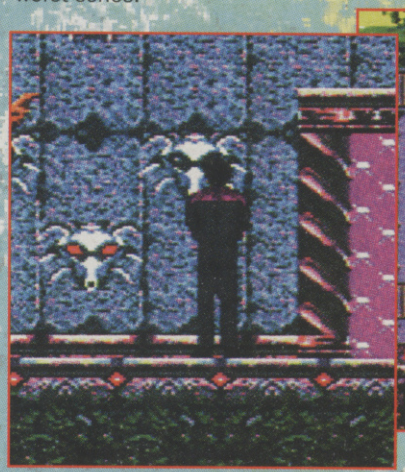


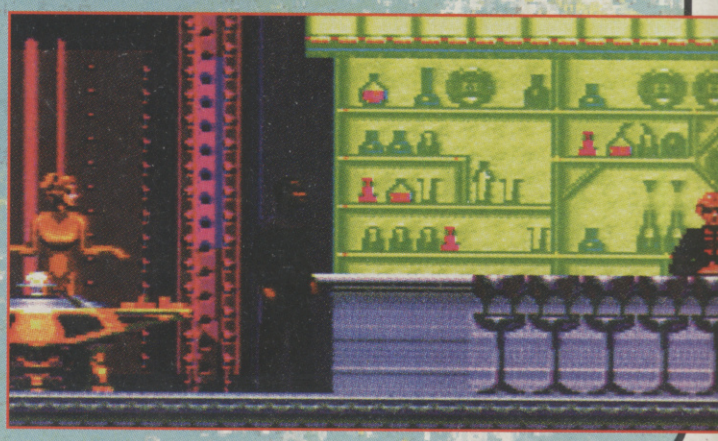
STAR TREK: DEEP SPACE NINE

★ SNES
★ Playmates

Based around the TV series (which we've heard could be cancelled shortly) the game brings together all the key characters in a mass bundle against the Cardassians, Borg and Ferengi.

The press love this little number, which is pretty amazing considering the TV show's duller than Wales on a Saturday night. Still there's plenty of variety in the action, a strong story line and plenty of different characters to control. It's the best Star Trek game to hit any console, even if it was licensed from the worst series.



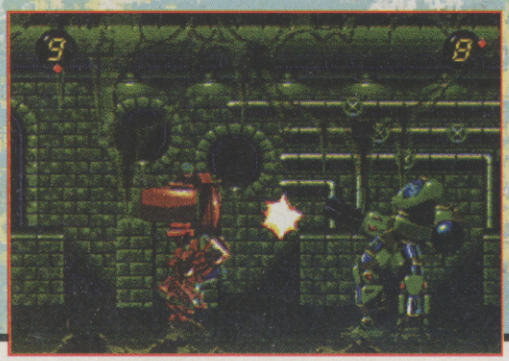


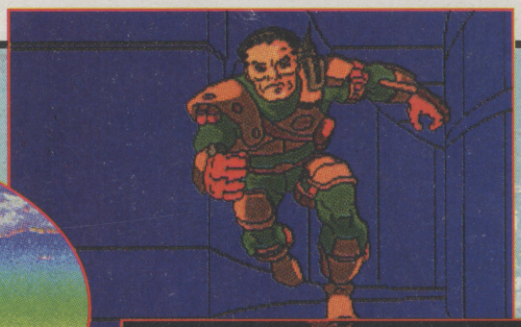
EXO SQUAD

★ Mega Drive
★ Playmates

Based on the popular American cartoon series and money-spinning toy off-shoots, this must be one of the toughest games to be released on the Mega Drive this year. The action's a combination of Contra-style platforming, first-person blaster and head-to-head beat-'em-up. The result is a real mixed bag and certainly a game that isn't for novices.

The main complaint is levelled at the dodgy control system. Still, that's something gamesters have had to put up with in countless titles over the years, and have consistently proved that if the subject's right, and there's plenty to be getting on with, they'll ignore any problems like that.



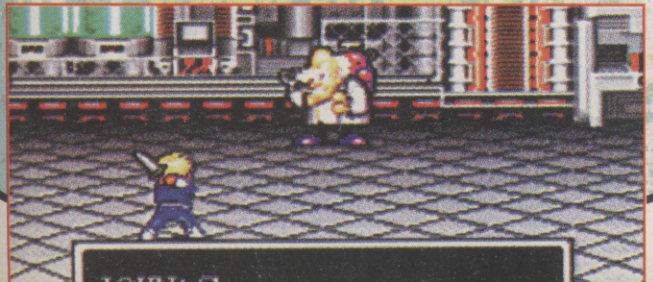


SECRET OF THE STARS

★ SNES
★ Tecmo

For some reason the UK is really short of decent console RPGs. Yeah, the few that are out there are amazing, such as Illusion of Time, but once you've gone through the bunch, there's not much else out there. This, at least, is a solid adventure despite the uninspiring plot and crude graphics. Not something you should go out of your way to track down, but at least it's there to bail RPG freaks out of a hole.

What will put most people off this is the graphics. You could easily believe you were playing an NES game, which is a travesty these days, especially when you think that Zelda on SNES has been around for ages and still looks good these days.



EARTHBOUND

★ SNES
★ Nintendo

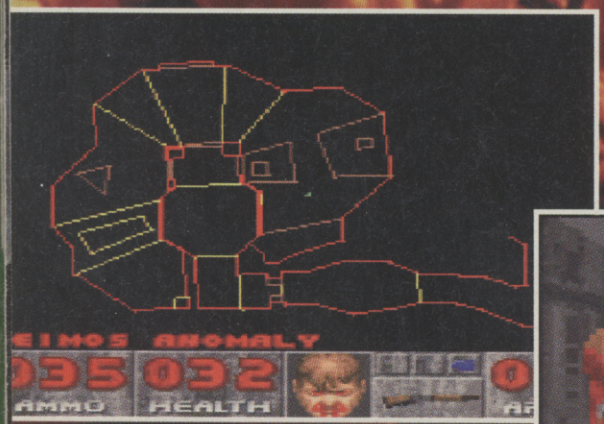
Since Zelda debuted on the SNES, plenty of RPGs have attempted to follow its path to success, making original adventures hard to find. This one, though, is an exception. Not that good to look at, but it's almost completely original and extremely funny. Once you get into it you'll be hard pushed to stop playing.

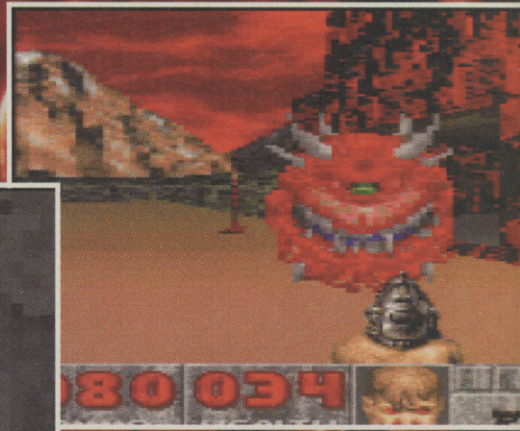
Don't be put off by the kiddie-ish graphics. This isn't a game for junior, though, as it's pretty tough and very absorbing. Let's just keep our fingers crossed that Nintendo UK decide to launch it officially over here.

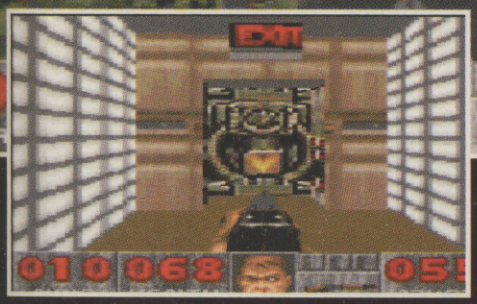
DOOM

SNES.....
SHOOT-'EM-UP.....
OCEAN.....
ETBA.....
OUT SEPTEMBER.....
ONE PLAYER.....
NINTENDO ULTRA 64 VERSION PLANNED.....
PC,32X AND JAGUAR VERSIONS AVAILABLE.....

Prepare to face your Doom, Super NES die-hard; as iD's phenomenal shoot-to-thrill monsterpiece goes 16-bit! This is a true story.







▲ *Blood! Yes, and on a family machine too!*

The aim of the game is to kill, kill, kill and kill some more. ▼

Few could have imagined that the same custom-chip that enabled Nintendo's Stunt Race FX would one day power such a dark spectacle as Doom. Nevertheless, in Doom, the Super NES survives the last step of its macabre transformation – from friendly family console, to pseudo-next-generation animal!

For the benefit of the uninitiated, allow us to recall what has gone before. One player adopts the role of a disgraced marine. For the crime of assaulting a superior officer, you and your subordinate ass have been found a home on Mars. Your new post. Here you discover two things: there is no life on the red planet, but there is a hell – and you're living right next door! Until now this fabled zoo of the diabolical has been closed off to our holy universe. However disastrous Interplanetary Teleportation experiments on a nearby moon have opened the gates. It's feeding time, and your butt is dish of the day. Your buddies already digesting nicely in the stomachs of demons, it seems you are the sole survivor. Mankind's only hope.

WATCH YOUR BACK

Game play is viewed from a first-person perspective, and your every move is carried out real time. This means that you and every thing else on Mars behaves almost exactly as though this were a real life situation. Unlike a typical action game, where the enemy's reactions depend on the hero's placement on screen, adversaries here are just as likely to hunt you down as you are them. With everything viewed as though using your own eyes, this situation gets extremely scary! Protecting your virtual life is made even more difficult by the fact that all foes are able to sneak up from behind.

Straight between the eyes tends to do the trick. ▶

Flaming hell fire skulls tend not to be too friendly.

AFRAID OF THE DARK

As the screen-shots show, the Super NES generates a near perfect representation of Doom running on a 386 PC. And with surprisingly few sacrifices. A massive 22 of the original 27 levels remain perfectly intact, displayed through the same size window as Stunt Race FX (about 70% of the screen.) There's no multi-player option, but tighter control courtesy of the Super NES joypad is a bonus. Of course the key issue is how well the game plays. Those exciting details are coming our way next month, where CVG will be able to call upon its unrivalled expertise to bring you the definitive review.

This month in our Pandora's box of delights we get all virtual on you. Not only do we have the definitive review of Virtua Striker but we also check out the latest VR games from Virtuality. So, slip on your helmet and immerse yourself in our paper alternative to cyberspace.

VIDEO

Virtua Striker

Champion!

- Sports sim
- 50p per play
- Sega
- 1-2 Players

Forget standing in the rain eating a soggy pie watching El Tel's beleaguered bunch get stuffed by the Outer Hebrides. Instead head to your local arcade emporium, find the Virtua Striker cabinet and bung a couple of quid in. You won't regret it because AM2's latest in the Virtua collection is the best to date.

Based on the 2002 World Cup, to be hosted in surprise, surprise Japan, Virtua Striker features all the normal sides you'd expect to see in a footy sim. However, AM2 have taken a multi-studded step further by actually featuring individual stars from some of the more famous sides.

As you'd expect, to render look-a-likey Guillets, Baggios and Valderamas takes some pretty snazzy graphics, a job which Virtua Striker shrugs off with ease. And the attention to detail is incredible with the players all benefiting from skin toning and even boot detail.

The animation is undoubtedly the most realistic to appear in a coin-op footy game, and once again it's the attention to realism that pushes Virtua Striker ahead of the rest. Little touches like the way the players defend free-kicks or the way your players celebrate a special goal really add to the all-round playability of the game.

There hasn't been a football title that comes anywhere near to Virtua Striker and I doubt there will be for a while. Virtua Striker redefines the genre, it's beautifully playable, terribly addictive and could well become Britain's favourite national sport. Roll on the Saturn conversion.

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CVG HIT!

STICK SHUFFLER

Virtua Striker uses your typical eight-way lever plus three buttons to either turn your players into polygon Peles or reduce them to virtual Vinnies of the Jones variety.

Button 1: short pass/ sliding tackle/ heading

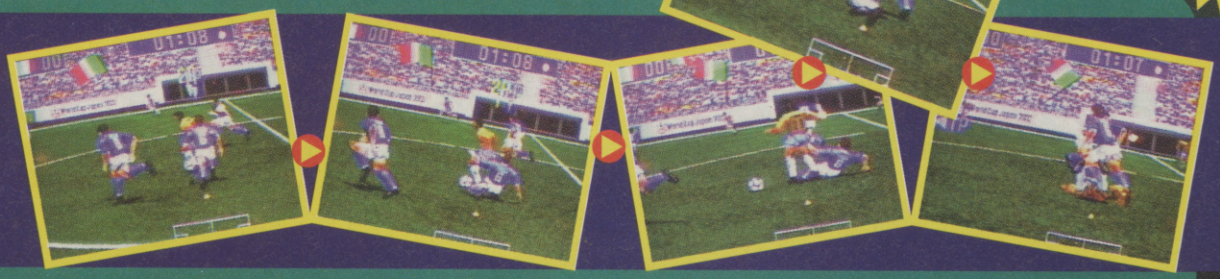
Button 2: long pass

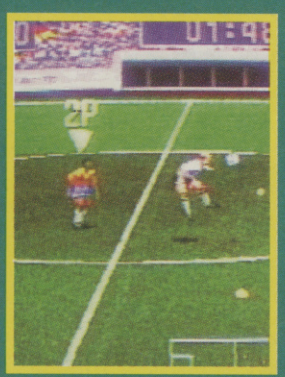
Button 3: shoot - the longer the button is depressed the harder and higher it travels

DROME

OOH! YOU DIRTY BAR-STOOL

AM2's soccer incarnation really lets fly with the tackles, but being Virtual there's none of your soft-arsed out-for-nine-months-with-an-achilles-tendon bull. In fact, you can be the dirtiest rogue from a Sunday league and you still don't get shown a card, or hurt anyone for that matter.





SUDDEN DEBT

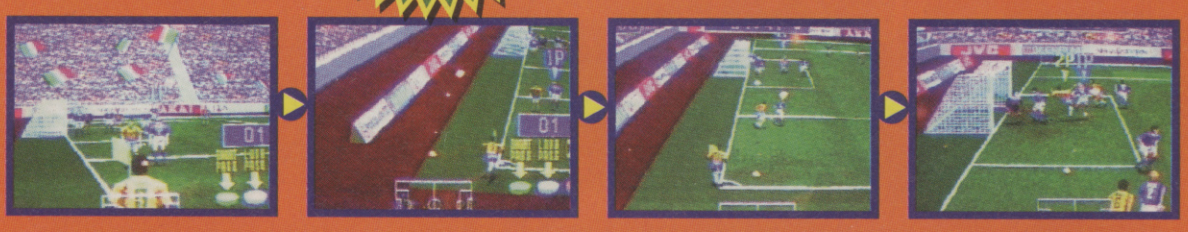
If your match ends in a draw, then it's the dreaded penalty shoot-out. With three pens each you'll have to keep your cool otherwise it'll be an early bath with all those sweaty polygons for you mate, or more credits in the slot, per-lease.

SPRITES	19
ANIMATION	20
CONTROL	18
PLAYABILITY V cpu	18
MULTIPLAYER	19

94

ON YER BIKE

Once you get used to the control mechanism some pretty cool moves can be pulled off. By reversing the stick and timing the shoot button you can pull off some Brazilian type bike-kicks. Your best efforts are rewarded by your players performing a rendition of the okey-cokey (that's the legal one, not the Maradona one).



A SPECIAL THANKS TO THE MEAN MACHINES AMUSEMENT ARCADES, 9 ISLINGTON HIGH STREET, LONDON.

VIDEO DROME

Ridge Raider!

- Driving sim
- £1 per play
- Namco
- 1-2 Players

Cyber Cycles

After several cyber successes

Namco are back with their piece de resistance. Cyber Cycles is the coin-op king's motorbike equivalent to their rip-roaring hit Ridge Racer.

First off it looks absolutely amazing. And, although there are only two courses to race over, they both leave the graphics from Ridge Racer spluttering at the lights. The beginner's course, Greenwood, is very much akin to the opening course from Ridge Racer; a coastal affair with long straights and bends that encourage you to open up. The expert's course, Neo Yokohama is a very different affair though. Set at night you twist and turn your way through the futuristic illuminated blur of a high-rise metropolis battling it out against the other bikes. In fact the whole course is extremely reminiscent of the bike sequences in Akira.

The bikes themselves are all geared to experience with the Wild Hog being the fastest and most unstable of beasts, the Anthias handling well but possessing little acceleration and with the NVR750 sitting comfortably as the all-rounder. Steering is a combination of handlebars and leaning and your views are either rider, pillion or chase. The riders themselves look, behave and respond to your movements and have a very Tekken flavour to them. Cyber Cyles is outstandingly physical race action. It looks great, plays and feels very good but it doesn't half hurt your knees! Although only two-player units are available as yet, news from overseas is that full comms versions could allow up to an eight-player option.

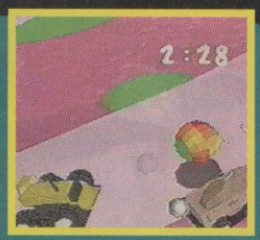
CVG HIT!

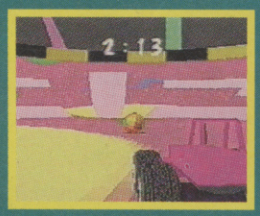
SPRITES	19
ANIMATION	19
REALISM	18
PLAYABILITY V cpu	18
MULTIPLAYER	19

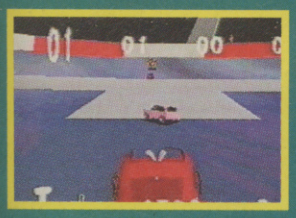
93

- Driving sim
- £2 per play
- Virtuality
- 1-4 Players

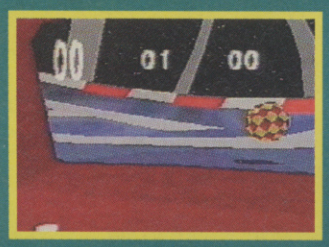
Buggy Ball







Drivin' you up the wall



Set in a virtual arena, Buggy Ball's premise is very simple: drive your car into a huge beachball and smash it out of the arena to score a goal. After that you can do what you like. It sounds simple, but believe us it takes some mastering.

The control mechanism's simple enough with a joystick controlling forward, reverse and turbo, but it's the VR environment that takes some getting used to. Life inside the helmet means that you actually have to look behind you to reverse and you are always looking sideways out of one of your windows in an attempt to find the ball.

Once you get used to having to use the 360-degree world that Virtuality creates then Buggy Ball is great fun. Best played against friends riding in one of the other four cars, Buggy Ball is yet another wheel-spin in the right direction from the Virtuality people.

FUN LAND

SPRITES	17
ANIMATION	17
REALISM	16
PLAYABILITY V cpu	17
MULTIPLAYER	18

85

- Beat-'em-up
- 50p per play
- SNK
- 1-2 Players

The Klash

Kabuki Klash

2D or not 2D, that is the question. Unfortunately for SNK the answer is a resounding not. Now, rumour has it that their R&D boys are now working with polygons å la Tekken, but meanwhile they continue to churn out 2D clones faster than Bruce Rioch can spend cash down at Highbury.

This month's variation on a theme is Kabuki Klash which as it turns out is quite a surreal twist on the SNK theme. The fighting is set in a rather bizarre world described as east of Eden where a dozen strange characters battle it out. The mystical mutant fighters, which include an elongated ape, all have some seriously strange specials. For example the monkey can summon a stampede of wild horses which trample the other character in a kind of Rawhide-type of fashion.

There's also a bird who randomly flies around the play area dropping power-ups like extra energy, poison bottles and even banana skins for you to slip on if you're not on the ball.

You could never say that SNK's titles play poorly, but after so many repetitions of the Street Fighter style and control it's getting really hard to enthuse about. You couldn't describe Kabuki Klash as poor and SNK would justify the extra magic power-ups and other slight additions as enough, but unfortunately we don't.

FUN LAND

SPRITES	15
ANIMATION	16
SPECIALS	17
PLAYABILITY V cpu	14
MULTIPLAYER	15

77

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Insert £1

Desert Dual

It's time to throw-up as this latest whip-lash-tastic offering from the Emaginator straps you into the passenger seat of an All Terrain Vehicle (desert buggy). The gear-crunching commences when a rival buggy team challenges you to a race across the dunes and you're stupid enough to rise to the bait.

Racing across desert paths and over sandbanks this ride is as rough and ready as you're going to get. The hydraulics really capture the essence of speed as you hurtle along through the dust in chase of the other buggy with the Emaginator throwing you through every bend at breakneck speed.

Apart from a sick sodden shirt and whiplash, Desert Duel will leave you in no doubt of the Emaginator's simulation capabilities. And the breathtaking visuals make it about as close as you're probably going to get to the real thing without crossing the Atlantic and buying your own ATV off some half-breed hillbilly.

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Welcome to that bit at the back of the mag where we impart some grains of knowledge and give away a few odds and sods. And do we get any thanks? Do we heck.

INFO ZONE

80 In the bag
More bullocks than an Irish ox sale. Well, you wrote it, what do you expect?

82 Comp
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Struggling with a game or hardware problem? Our invisible experts can help you out.

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Version 2 of MK3 is on the streets and we bring you all the moves you need to master it.

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Don't have a dismal season as our comprehensive guide gets you ready for kick off.

92 Ace Combat
If only Tom Cruise had a guide like this, he might not have been such a wimp.

94 Shorts
All the best mini-tips from some of the leading games around.

96 Challenge
Prove your worth as you challenge for the title of Game Lord of 1995

97 Charts
Find out if what's hot has outdone the rot in the only chart that counts.

98 Next Month
More best-guesses as to what we may or may not have in store for you next issue.

Welcome *to the Jaguar-free letters page. After the glut of Jag-related missives we've published over the last few months we thought it was about time to change the subject. So if you've got an interesting/amusing point to make, drop us a line at I AM YOUR MAILBAG, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.*
Thank you.

in the

I'M WELL OBSER-VANT, ME

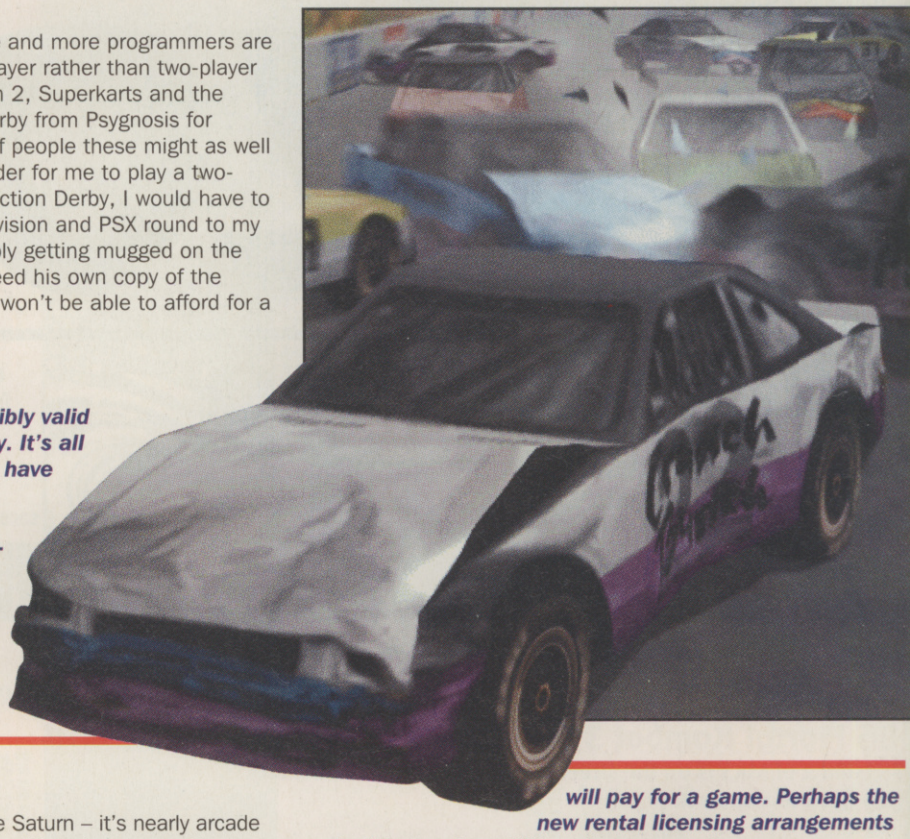
DEAR CVG,
I am writing to ask what it is going to say down the sides of your magazines. So far it says "CONSOLES OF THE F". My guess is that it is going to say "CONSOLES OF THE FUTURE". Is this right?
John O'Donnell, Limerick, Eire.

CVG: Someone give this man a No-Prize. You're totally correct, although it's not going to say that at all anymore because we haven't got a square spine anymore because we've gone for a more trendy stapled tome rather than a book-like spine. At least the new stapled image stays open on the page that you leave it at, which is dead handy if you want to look up a cheat whilst you're playing a game. Or something like that.

WHAT A ROTTEN SWIZZ!

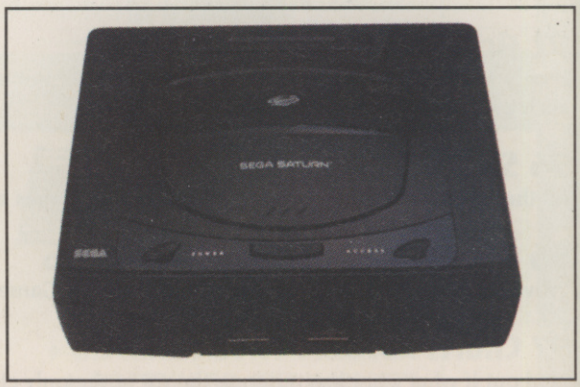
DEAR CVG,
I recently noticed that more and more programmers are making their games multiplayer rather than two-player on one console. Take Doom 2, Superkarts and the forthcoming Destruction Derby from Psygnosis for example. For the majority of people these might as well be one-player games. In order for me to play a two-player game of, say, Destruction Derby, I would have to carry my hefty 21-inch television and PSX round to my mate's house (while probably getting mugged on the way), and then he would need his own copy of the game and a PSX, which he won't be able to afford for a very long time!
Andrew Spiretos, Leeds

CVG: You've got an incredibly valid point there 'Drew, actually. It's all very well if all your mates have the same console as you (unlikely), but you've still got the old TV/monitor difficulty. Perhaps it would be a very good idea to include split-screen and link-up multiplayer options in the future.



DEAR CVG,
I am writing to say about the Saturn – it's nearly arcade perfect, it's a 32-bit machine, it's got some great games and it's £400. Sega have these last five years made outrageous prices. Take the 32X, it's alright, not perfect and costs over £100. Despite all these bad things about Sega I have a Mega Drive and with it I have three joypads and 13 games. Some of these games are good but also cost a lot. Altogether it costs about £300. Ever since I heard about the Saturn I have been going on about it and now it's here I can't get it with my £2 a week pocket money. So I have to say this to Sega: NNNNOOOOOO! IF YOU WANT TO BY UP AHEAD OF NINTENDO, SONY ETC THEN DECREASE THE PRICES OF YOUR GAMES, PADS AND YOUR MACHINES NOW!!
Matthew Hopkins, Crewe Fun City, Cheshire

CVG: Price is sure to be a major factor in the success or failure of the Next Generation. Yes, the games can be marvellous, but there's a limit to how much people will pay for a game. Perhaps the new rental licensing arrangements in this country might make non-purchase a more viable option, and then we'll all be out of a job.



CREWE DEMANDS LOWER PRICES

bag

CERTIFIED JAPOPHILE

DEAR CVG,
I would like to say there are a lot of reasons to buy import machines: the imported Japanese Saturn with a SCART lead, for example, offers full-screen, better-defined graphics running at 17.5% faster speed than the UK machine. I agree that £80 for a game is too much, but this won't be forever, as when the official machine is released, there will probably only be about £5 difference. If the UK Saturn offers full-screen graphics running at 60Hz with a small lag between Japanese and UK games releases the UK machine would be worth buying. But since this is unlikely the Japanese machine would be the best to give you the most out of your software.

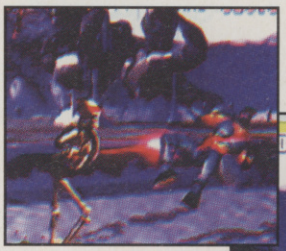
The other reason why someone might not want a Japanese PlayStation or Saturn is because of the Japanese text which they expect to make the game unplayable, but having played Daytona (all in English) I can only see problems arising with RPGs. But even then someone will probably make a convertor to enable UK games to be played on Japanese machines. Also, with the price of the UK machine coming in at around £400 with a game, and the price on the import machine about the same, the Jap machine will be a better long-term investment.
Keep up the good work,
Richard La Ruina, Cambridge

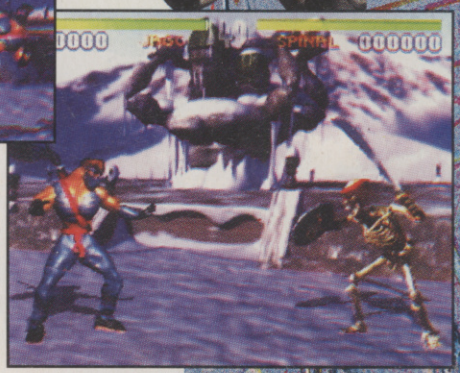
CVG: All very well, but look at the way the Mega Drive/SNES import market has gone. It's pretty hard to track down decent Jap games, and world release dates are now pretty close. Plus you need to buy a new convertor every three months or so as software houses invent new and more complex lock-out mechanisms. If you fancy all the hassle for a nominally faster machine, fine, but our advice is to wait for the official releases.

ULTRA 64 DOES NOT SUCK SHOCKER

DEAR CVG,
It's all begun again, which machine is better? Judging by the first batch of releases I'd say the PSX has the edge with its quality software. In time though I believe the Saturn will overcome these teething problems and gradually start to take command of the market, due to Sega's tried and proven track record in the videogame industry.

As for the apparent delay in the launch of the Ultra 64, this could be good news, as it shows Nintendo are hesitant to enter the battle until they have perfected their potentially world-beating hardware. The smart money is on the Ultra 64 to top the lot by overpowering all the other super-consoles into submission!
K Murray, Riverside, Glasgow.



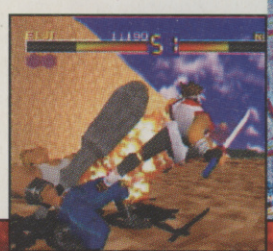


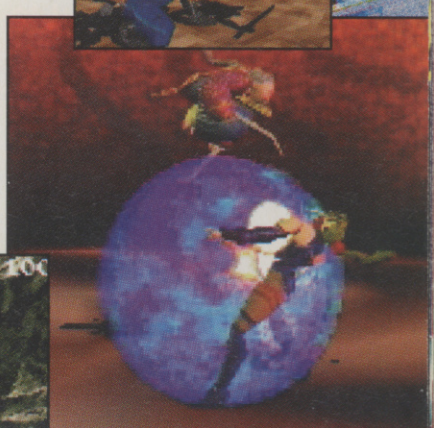
CVG: But will there be enough of the market left for them to conquer? Or will everyone already have their new dream machine by the time Ultra hits the shelves? Given that there's no firm release date for anyone to anticipate, potential customers might just plump for a real machine they can touch instead of Nintendo's vapourware. But then again, maybe not. What do other readers think? Write in and let us know your thoughts!

WHAT A BLINKING CHEAT

DEAR CVG,
I once read that the PlayStation was targeted at 12-22 year-olds, so in other words teenagers. Now correct me if I'm wrong but I don't think that the average teenager would have the odd £500-£600 lying around the house. Now I'm getting a PlayStation (my wonderful dad is buying it for me) when it is officially released over here, and it should cost about £350, so it's a much better idea to wait three months, and save £200, than get an import machine and end up with possible incompatibility problems. Waiting those three months means £200 worth of software!

I don't really think that Øisten Johan Eide [a previous correspondent] has any concept of life. His statement 'Play today – you might be dead tomorrow' actually leads to unhappiness. You spend all of your money and end up with no knickers.
Sam McGuinnes, Molesey, Surrey.





CVG: So your dad's buying your PlayStation, eh? Where do you think all the other teenies are going to get theirs from? If The Sun is to be believed it's from laundered cash earned by selling crack in school playgrounds, but we think it's more likely that the parents will be footing the bill. Apart from that you've got a very sound argument going.

WIN! LOADS TEC

Hey, face it, you've shelled out for your games system, a few top-notch titles that you've read about in CVG and you're now completely and utterly brassic. Thus you have no money to spend on all those extra bits such as joypads for multi-player games or speakers and CD-ROM drives if you're a lucky so-and-so who's just gone and bought a swanky new PC.

But help is at hand from TecnoPlus. Their new low-cost range of add-ons and plug in gubbins is cheap enough to help out any financially disadvantaged gamer who's just blown their wad on the latest high-priced bit of kit.

Not only that, but to kick things off they've given us a pile of their latest toys to give away totally free. Well, free that is apart from the little bit of mental effort it'll take to answer this dead simple question:

What was the name of Sega's doomed Mega Drive light gun?

A) The Menacer
B) The Rogerer
C) The Pathetic Lump Of Plastic With No Software?

Please state if you're after a joypad or multi-media upgrade kit and what system you own. The first lucky names out of the hat can have literally seconds of fun hooking up their new toy before embarking on their latest bit of gaming experience.

Send your answers and stuff to: TecnoPlus, what a great bunch eh? CVG, Priory Court, London EC1R 3AU. The closing date is the 18 September, no cash alternative will be offered and the editor's decision is, quite naturally, final. So there.

TECNO PLUS®

OF TECNOPLUS STUFF!

MEGA DRIVE AND SNES PADS

They're grey, they're plastic and they've got lots of buttons and switches! The TecnoPlus Mega Drive and SNES pads come with lots of cable, individual rapid-fire settings for each button and a slow-mo switch. Hey, what more do you want?

PC PADS

They're joypads and they're for the PC! Essential for games such as Mortal Kombat II and Super Street Fighter 2 Turbo. The pad comes complete with joypad interface which you can shove into one of those crappy 8-bit slots you can never find a use for.

MULTIMEDIA KITS

Everything you could ask for to change your PC into a monster CD-ROM gaming titan. They come with soundcard, CD-ROM drive, joypad and top-excellent speakers. It's easy to install (well that's what it says here) and once up and running you can forget about ever using a floppy disk again.

HELP!

Greetings once again info sponges and welcome to another two pages stuffed with gaming knowledge. Want to know more? Then slap your question down on some paper or E-mail us. You'll find both addresses listed elsewhere on these pages. Right that's it for now, I'm off to stick my head in the mains to recharge for next month. Seezya...

JAG WORRIES

Dear CVG,

1. After thinking for a long time which machine to get I've finally decided to get a Jaguar and a CD-ROM add on. I'm particularly interested in the Jaguar as it is the only console with a planned VR helmet. Then you simply said: 'The Jaguar doesn't have a 64 bit processor'. WHAT! Are you kidding? Well if it's not 64 bit what is it then?

CVG: The Jaguar has a 64 bit data bus – which means it has 64 'routes' for the various pieces of data to whiz around the hardware. The actual processors in the Jaguar are not 16bit but because they can all access the 64 bit bus it means that data can get around the system much quicker than would otherwise be the case. This basically translates into faster games and the ability to use processor intensive activities such as texture mapping with a far lesser risk of the machine slowing down.

2. Will the Ultra 64 have a 64 bit processor, or is it 'fake' too?

CVG: Nintendo are claiming the machine will be 64 bit but until we see it in the flesh so to speak, it's pretty difficult to confirm.

3. Does the Jag CD have any extra processors to upgrade the Jag?

CVG: No.

4. Is there any chance that the Jaguar will end up like the Lynx with no new games being released for it?

CVG: It's a problem all new machines face. But hey, let's not sit on the fence, if Atari don't get their act together VERY quickly the Jag and CD drive will buckle under the marketing onslaught from Sony's PlayStation, Sega's Saturn and next year from Nimtendo's Ultra 64.

5. Does the Goldstar 3DO joypad have the same old problems as Panasonic's?

CVG: Do you mean is it crap and unresponsive? If you do then the answer is yes.

6. What sort of future do you think the Jaguar has?

CVG: If Atari market it properly and get some more killer titles like Doom then it will succeed as an entry level Next Gen machine. If they don't it will die very quickly.

7. What are the five best games for the Game Boy?

CVG: My personal choice would have to be Zelda, Warioland, Donkey Kong Land, Mario's Picross and Tetris 2.

8. Is the CD-i 450 16 bit or 32 bit?

CVG: 16 bit

9 Which new machine has the best FMV capabilities?

CVG: Without any add-ons it's the PlayStation which has a built in JPEG facility.

Ahmad Aref, Jordan

ODDS AND SODS

Dear Help,

I would like to seek your help in answering the following questions as I am thirsty for knowledge:

1. Having read all of Terry Pratchett's Discworld books I am annoyed to find that the game is only available to PC owners. Are there any plans for a version on any other machine?

CVG: A PlayStation version should be out a short time after the machine's launch.

2. If the Jaguar is a 64 bit machine, will it boast better graphics than the Saturn or PlayStation? If not, why?

CVG: ARRRRRRRRRRRRRR RRRRRRRRRGH!!! See answer one in the letter above!

3. Which version of Doom has the best graphics out of the PC, Jag and 32X versions of Doom?

CVG: Certainly not the 32X version. Considering the Jag is about £700 cheaper than a PC then the graphics on that version are the most impressive. As is the game in fact.

Dave Stone, Kent

NEPTUNE STUFF

Dear CVG,

I have some questions that I hope you can answer.

1. Please could you tell me what games will be bundled with the Neptune?

CVG: If we knew we would! But seriously a big name title like Chaotix or Virtua Fighter seems likely.

2. Will there be a CD-ROM drive manufactured for the Neptune?

CVG: No, you'll have to put up with the good old Mega CD we're afraid.

3. How much do you think the Neptune will be on its UK release?

CVG: Probably about £200 but quite possibly less given the fact that hardly anything 16 bit seems to be selling much at present.

4. Everyone I know thinks the 3DO will die. What do you think?

CVG: It doesn't look good it has to be said. However, the M2 looks very promising.

5. In your opinion what do you think the best games for the Saturn are?

CVG: Virtua Fighter, Shin Shinobi Den and Daytona USA.

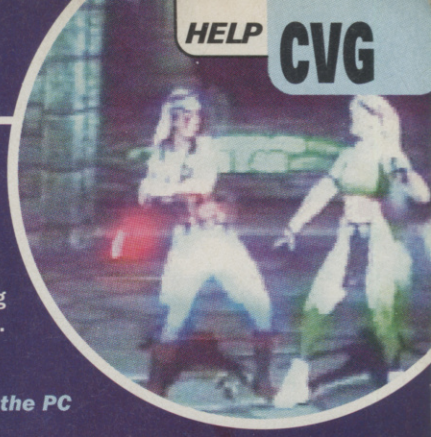
6. When do you think Sim Isle for the PC will come out?

CVG: Maxis reckon it'll be in a couple of months' time.

7. Please give us all the Sim City 2000 cheats on the PC.

CVG: No, we'd need to write a book and someone else has done so already!

James Hatton, Cornwall



I AM CONFUSED!

Dear CVG,

I am confused. At present I own a SNES and am a great fan of fighting games like MK2 and SSF2. So please answer these related questions.

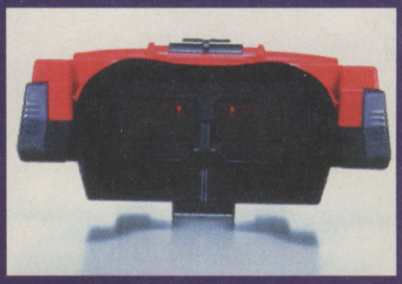
1. What is FX Fighter on the SNES like?
CVG: We haven't seen a finished copy yet, but if it's anything like the PC version it should be pretty good.
2. I am considering either a Saturn or a PlayStation for my birthday and I rate them both on their fighting games. Which should I buy considering the Saturn has Virtua Fighter and obviously its sequel pretty soon while the PlayStation has Toh Shin Den, Tekken and MK3?
CVG: Well opinion is divided, Virtua Fighter is an excellent and arcade perfect conversion and VF2 is looking cool also, but Tekken and Toh Shin Den are both brilliant too and word has it that MK3 is looking arcade perfect. There's also a perfect rendition of Street Fighter: The Movie on the way, not forgetting the awesome-looking Zero Divide.
3. Should I sell my SNES and 21 games to raise the cash for these new machines?
CVG: Depends how much you like your SNES, what games you have and how badly you want a Next Gen machine. Personally we'd keep the SNES, it's got at least a year left in it and there's some quality stuff like Killer instinct and DKC2 in the pipeline.

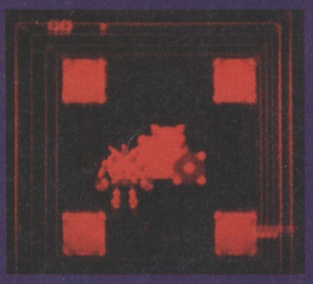
Duck, Newport Gwent.

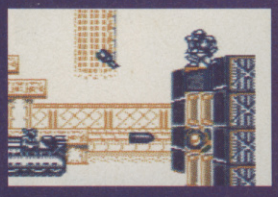
GAME BOY RIP?

I've recently bought a Game Boy and have some questions about it and other systems.

1. Now the Virtual Boy 32 is nearly here how much longer can I expect the Game Boy to be supported?
CVG: Ages, the Game Boy has a comfy cosy niche all to itself and seems to be getting more and more popular as the days go by.
2. Will the Ultra 64 ever have a CD drive?
CVG: Very probably, yes.
3. I believe there is a portable CD-i with LCD screen. Don't LCD-CD handhelds eat batteries more than the Game Gear or Lynx (R.I.P)?
CVG: Sure do but the portable CD-i is designed more for presentations and business meetings where it's assumed it will be plugged into the mains for most of the time.
4. What can I expect in future from handhelds?
CVG: Maybe nothing. It seems too expensive to design a sexy colour system that doesn't eat batteries by the roomful. Rumour has it that there's a finished Mega Drive handheld prototype but Sega haven't released it for just this reason. Rumour also has it that Sony have thought about the idea of a cartridge based handheld PlayStation. Now there's a sexy idea...





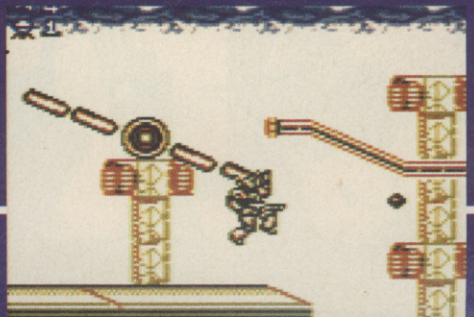


Mark Bradley, West Mids

BIG BOYS

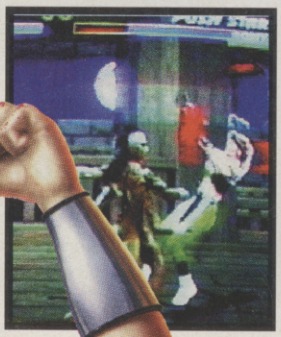
Dear CVG,
1. Are there any exceptional player/manager games for the SNES?
CVG: Player Manager's the only one that springs to mind and that's knocking on a bit.
2. Do you have any information on the 32 bit add-on for the SNES?
CVG: It's supposed to exist in prototype form but is extremely unlikely to ever see the light of day.
3. How much will it cost?
CVG: Probably nothing 'cos it won't ever be released.
4. Will the Virtual Boy be as big a hit as the Game Boy?
CVG: It's highly unlikely.

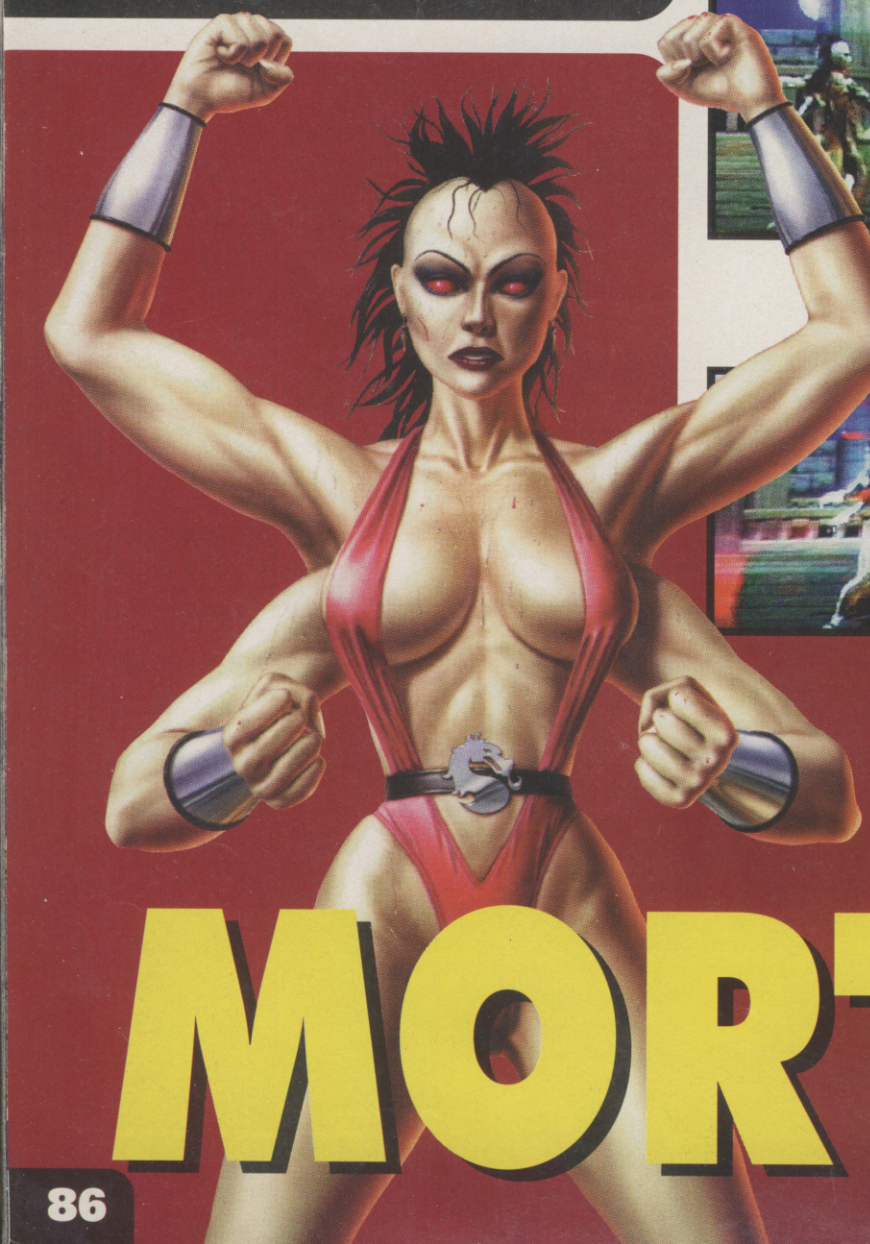
Tomas Varley, Eire



CHEAT MODE

Wotcha gameteens – welcome to The Great Mortal Kombat 3 Update for all you arcade aficionadoes out there. The response to our request for the new Version 2 moves, combos, Fatalities and the like was overwhelming, and you'll find the pick of the crop across the next four pages. If you've got a special that we haven't printed here, why not write it down and send it to MORTAL 3 UPDATE, UPDATE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. There's a mention in the mag for every one that we use. Anyway get down your arcade and try out this little lot...





MERCY

Before you can perform an Animality it's essential to show Mercy when the Finish Him/Her command first flashes on screen. To show Mercy simply press Down four times followed by Run. Your opponent is now granted a little extra energy, so you'll have to beat them again.

JOYSTICK SHORTHAND

Just to make everyone's (ie – ours) lives easier we've written all the moves out in shorthand, except for the Run and Block commands. The full key is as follows:

KEY

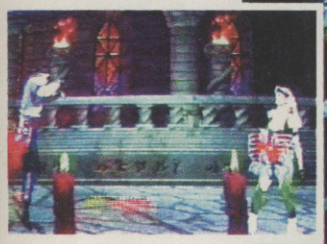
F	=	FORWARD
B	=	BACK
U	=	UP
D	=	DOWN
LP/LK	=	LOW PUNCH/LOW KICK
HP/HK	=	HIGH PUNCH/HIGH KICK

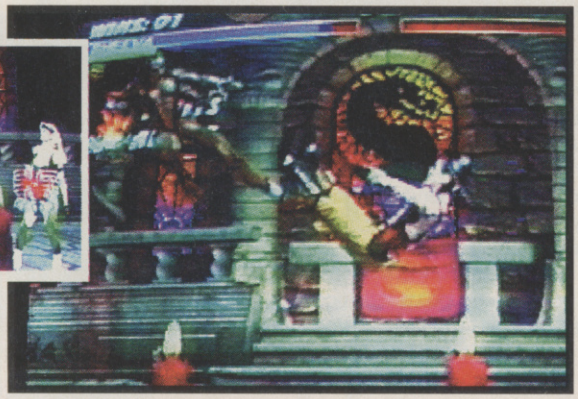
Two letters in conjunction signify a diagonal (so DF means Down Forward and so on). Two commands joined by a plus [+] should be performed at exactly the same time.

MORTAL K

ICON CODES

The icon code entry screen is the easiest way to activate most of the cheats. It features a row of six boxes, each of which displays a different icon. Enter the icons listed in the order in which they're printed. To reach the code entry screen press LP+Block+LK on both Player 1 and 2s controls (even if you're only playing in single player mode).





HIDDEN OPPONENTS

FIGHT MONTARO: Enter six thunderbolts on the code entry screen.

FIGHT GORO: On the Pit 3 stage, run towards your opponent and jump so that you land on top of them. They'll now fall off the ledge and land in the portal below, allowing you to face Goro.

FIGHT NOOB SAIBOT: Enter six Raidens on the code entry screen.

FIGHT THE GHOST OF JOHNNY CAGE: On the Graveyard stage, wait until the Finish Him/Her message appears on screen. Now stand in front of the headstone marked BOON and press D, D, Block and HP. Johnny Cage's spirit now enters your opponent's body. Win the battle and the wraith is banished back to his grave.

OMBAT 3 UPDATES

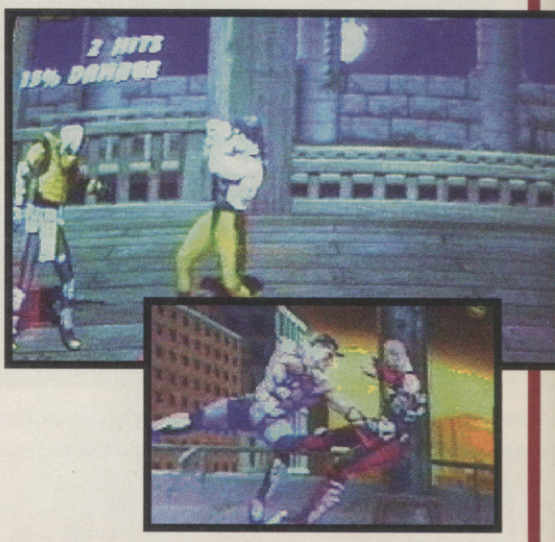
CHEAT MODE

WE WANT MORE!

This isn't a bad response for our first request – as you can see there's loads of ace Mortal 3 cheat-type stuff here. But this is not enough, and we demand sacrifice. There's loads of -Alities still floating around unknown and of no use to anyone, and we've hardly even got started on the combos. So go on – get yer lazy arses out of the house and into the arcades, where you can spend all day playing Mortal 3 just so as you can write into us with all the ace secrets you've discovered. The best ones get printed in next month's Mortal Update and might even – gasp! – win a prize. So memorise the address at the beginning of the Update and get doing something constructive, you lazy games wastrels.

HIDDEN PLAYER CHARACTERS

PLAY AS SMOKE: Place the character select cursor on Shang Tsung. Now move it in this sequence: Liu Kang, Kabel, Sektor, Sonya, Sub-Zero. Now press left, High Punch, Low Punch and Run simultaneously. Ta-daa, you are now Smoke.



HANDICAPPING

DISABLE THROWS: Enter MK logo, dragon, dragon, MK logo, dragon, dragon on the code entry screen.

HALF ENERGY PLAYER 2: Enter the following code on the code entry screen – 3, Yin Yang, MK logo, Shao Kahn, Shao Kahn, Shao Kahn.

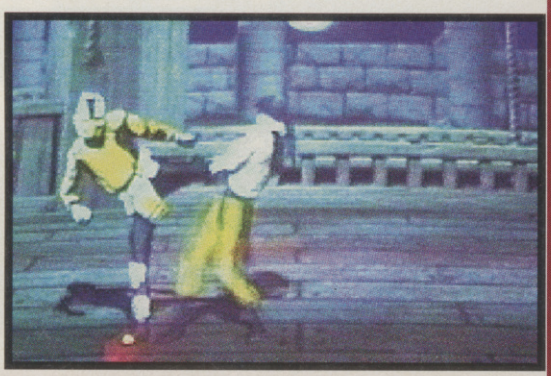
DISABLE BLOCKS: Enter six Yin Yang symbols on the code entry screen.

Peter Stanley, Croydon

FIGHT IN THE DARK: Enter the flowing code on the code entry screen – dragon, dragon, MK logo, dragon, dragon, MK logo.

HANDICAP BOTH PLAYERS: Enter six Shao Kahns on the code entry screen.

HANDICAP PLAYER 1: Enter three Shao Kahns followed by any other three symbols on the code entry screen.



RANDOM SELECT

RANDOM FIGHTERS: Enter six question marks [?] on the code entry screen.

RANDOM 1P CHARACTER: Press Up and Start when the character select box first appears on screen

MORTAL K

MOVES

JAX
Air Throw: B, DB, B, DF, F.
JAX
Back Breaker: Block in mid-air.
SONYA
Bicycle Kick: B, B, D, LK
Leg Grab: B+LP, Block.

COMBOS

JAX COMBO 1: HP, HP, Block, LP, HK, HK, HP, HP, Block, LP, B+HK.
JAX COMBO 2:HK, HK, HP, LK, LK, HP+LP, B+LK.
NIGHTWOLF COMBO: HK, HK, HP, HP, LP, HK, B+HK.

FATALITIES

CYRAX FATALITY 1: Up close – B, DB, D, DF, F, HP+LP.
CYRAX FATALITY 2: F, DF, D, DB, B, LP.
CYRAX FATALITY 3: B, DF, HP+LP.
JAX FATALITY 1: F, D, B, U, F, Block.
JAX FATALITY 2: Hold LK for three seconds and release.
JAX FATALITY 3: D, B, U, F, Block.
KABEL ANIMALITY: Show Mercy in the final round, then hold HP for two seconds and release up close.
NIGHTWOLF FATALITY: Up close – F, B, D, F, HP.
SHANG TSUNG FATALITY 1: Just inside sweep range – B, B, B, B, LK.
SHANG TSUNG FATALITY 2: D, F, D, F, LP.
SHEEVA FATALITY 1: Up close – F, D, F, B, F, LP.
SHEEVA FATALITY 2: Block, F, D, F, B, F, LP.
SINDEL FATALITY 1: F, B, F, B, HP.
SINDEL FATALITY 2: Up close – F, F, F, F, LK.
SONYA ANIMALITY: First, show Mercy in the final round. Now when the Finish Him/Her message appears hold LP, press F, F, B, B and release LP.
PIT FATALITY: When fighting in the Bell Tower, wait until the Finish Him/Her command appears on screen. Hit Forward three times and Run towards your opponent. You'll now uppercut them on to a bed of spikes.
SUBWAY FATALITY: When fighting in the Subway, stand between the words Boon and Tobias. When the Finish Him/Her message flashes on screen press Forward three times and Run into your opponent. Your foe is knocked on to the rail tracks and a handy train chunders through, running them over.

YOU'RE GREAT!

We'd like to take this opportunity to thank all the people who helped us put this together. It was impossible to credit individual people for individual cheats as some moves were sent in by three or four different people, so we'll just list the muckers who were the most help here, and send out a hearty 'cheers' in their direction. So come on down Daragh Hayes, Drimnagh, Dublin; Lawrence Barren, London SW1; Luke Croll, Sheerness, Kent; Peter Stanley, Shirley, Croydon; AC Sutheran, Knowle, Solihull; Lee Hutchinson, Hillingdon, Middx; Gareth Slade, Old Colwyn, Colwyn Bay and two anonymous personages who forgot to put their names and addresses on their letters. Thanks very much, you're all wonderful.

OMBAT 3 UPDATES

CHEAT MODE

Ultimate Soccer Manager

"... the game was evenly poised at 2-2, with only a few minutes to go, as the Liverpool Manager pulled an inspired substitution that won him the match. He took off all the Welsh players! He must have seen CVG'S Ultimate Soccer Management Guide!"

STARTING UP.....

The quickest and easiest way to start is to select £5 million. Then go to the players file and check out the stats on your squad. Anyone with low stats in their position (Goalies who can't catch, defenders who can't tackle etc). Stick on the transfer list. Also, get rid of the pensioners! Anyone over the age of 32 is no use so whack them out on a free transfer. You may not get any money for them, but it will cut down your wages bill. Now arrange your friendlies against teams from lower divisions, this gives you a chance to try out different formations and strategies, check out your form players, this gives the players match practice and improves their confidence (if they win).

THERE'S ALWAYS ROOM FOR IMPROVEMENTS....

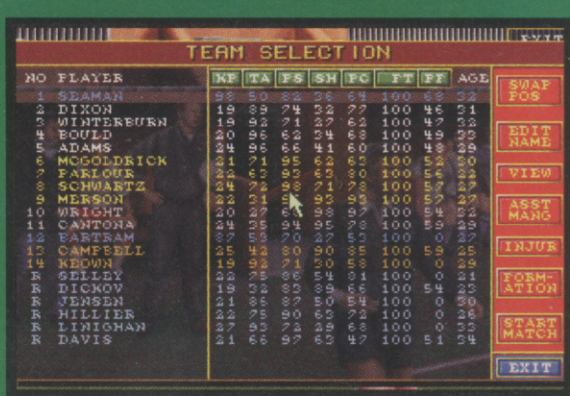
This is also a good time to start upgrading your grounds, because if you wait until mid season, it screws up your attendances plus building fees tend to go up. One of the quickest ways to make money is to build the biggest merchandise and food stands you can afford, as you will benefit from having more ranges to sell. Spread all your outlets around the ground.

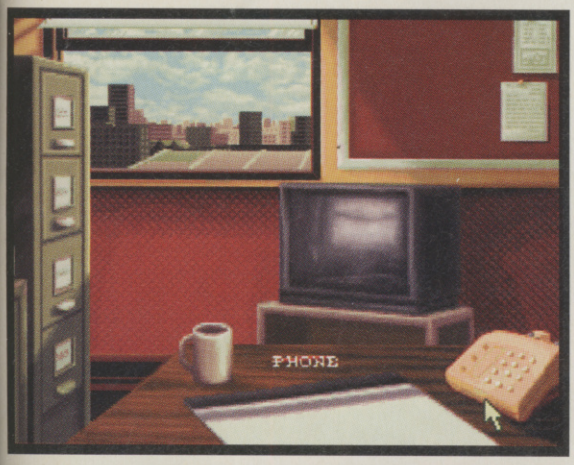
One important thing to remember, though, is to make sure that you have an all seater stadium by the time you reach Division 1. Otherwise if you get promoted from Division 2 and you still have terraces, then the FA will condemn the stand(s) in question.

MONEY MAKES THE WORLD GO AROUND.....

When planning your outlets, remember that a stand with a big capacity has more potential customers than a little terrace.

If you are suffering from low attendance disease, and your gate receipts are looking a bit unhealthy, then try this: build a 10,000-seater stand and give away around 6,000 tickets. You won't get much money from the gate, but the people who are there will buy things like programmes and shirts etc. Another tip is to keep ticket prices low for friendlies, and bump them up for things like cup games against





CHEATS NEVER PROSPER!

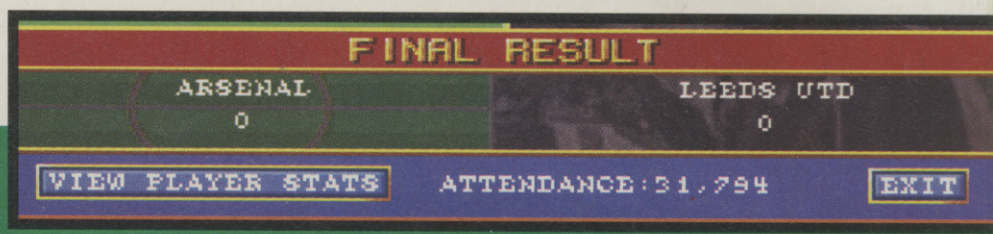
If you find the elongated method explained below a bit too much like hard work, then this is the section for you! The following cheats make the game so easy that it's not really worth playing tunless you want to crank up loads of money and produce some really spectacular scorelines!

Firstly, enter your name as **MAKE BELIEVE.**

Now, the following keys can be pressed during a match to obtain different results:

G Has a goal attributed to the last person who passed the ball.
E Goes straight to a penalty shoot out.
F Gives away a foul.
Esc Quits the current half, leaving the score as it stands.
1 Ends the match with a 1-0 home win.
2 Ends the match with a 2-0 home win.
3 Ends the match with a 3-0 home win.
4 Ends the match with a 0-1 away win.
5 Ends the match with a 0-2 away win.
6 Ends the match with a 0-3 away win.

AND.... If you press the + key at any time (except during a match)then you get an extra £100,000 in your bank account. You can do this as often as you want to store up loads of wonga!



clubs from a higher division. Another good source of income is advertising and sponsorship. Always take care of this yourself because if you leave it to your assistant manager you'll find that the best deals pass you by. And always increase your ticket and merchandise prices by 10 % every year, because every little helps.

I'M FINDING IT DIFFICULT TO MANAGE.....

Once you've taken care of all the financial and planning malarkey, its on to the real bread-and-butter part of the game – managing your team!

Firstly, make sure that your Chairman is happy. If his opinion of you falls below 10%, then you'll be sacked on the spot. Furthermore, if your job security rating (an average of the players', fans', chairman and bank's ratings) falls below 20%, you are for the high jump!

Training is one of the most valuable parts of the game, so don't neglect it! Keep your coaches happy by giving them wage increases from time-to-time. The happier a coach is, the more effective he will be. This also helps to attract better coaches to your club. A superb coach is around three times better than an average coach so always be on the lookout for better coaches.

One option that works well if you've not got much money is to sign a load of youth players on free transfers and put them on an intensive training course. After a few months, their stats begin to grow as they become better players.

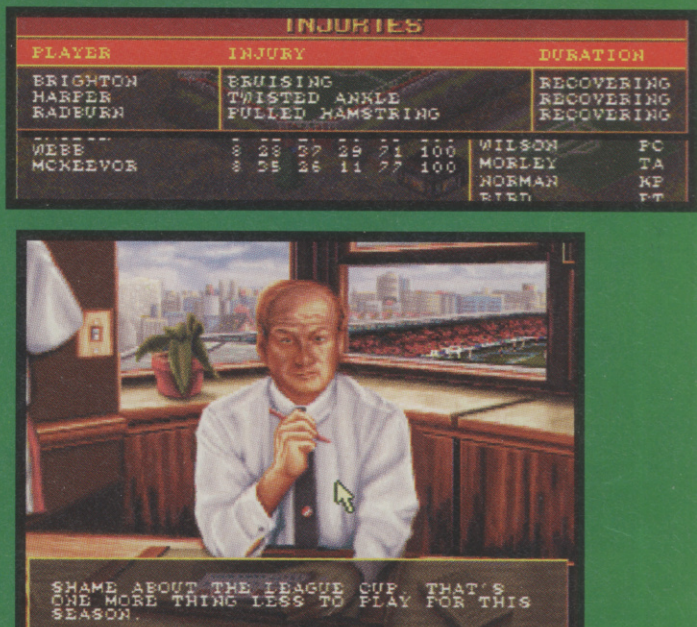
KICK OFF!

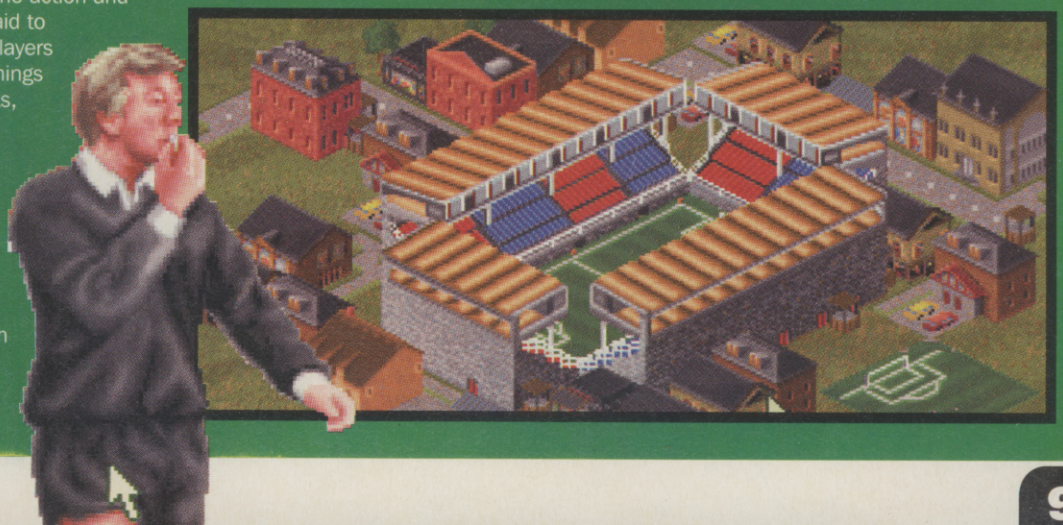
However large the temptation may be, don't just make your selections and leave the game to play itself out. Watch the action and don't be afraid to move your players around for things like free kicks, corners etc. If a player has a bad match, it may not be his fault. Make sure that all your players are in positions that suit their abilities so you get the best out of them.

YOU DIRTY...

One of the USM's best features is the 'Bung' option. But how does it work? Well, at the start of the game the computer randomly marks 20% of all the clubs in the game as receptive to bungs. For the rest of the game the other 80% will refuse all bungs and match rigging offers.

If you get caught twice for taking a bung you receive a warning which appears in the newspaper. Get spotted a third time and you get an official warning. But if you are really slack and get caught doing it a FOURTH time, then it's off down the job centre for you young man!





CHEAT MODE

Talk about up-to-the-minute, not only is Ace Combat reviewed this ish (page 54-57) but we're also giving you the complete solution to this brillo strategy sim shoot-'em-up. So keep hold of these pages as this is the PSX you're going to buy...

MISSION 1

Take out four C-5s. The first two are protected by MIG 31s, the second two by F-4s. You shouldn't have problems here, but the MIG 31's high speed makes it difficult to get a missile lock, so try getting close behind and cannon it instead.

MISSION 2

Protect your base from an impending B-52 attack. The B-52's aren't sitting ducks though, as they feature rear-mounted guns so don't get too close. They're also protected by two TWDF-2s in front and two AV-8s behind so the best bet is to hit them from the side. Keep an eye out for a sluggish C-5, a real sitting duck!

MISSION 3

Intercept and destroy eight unknowns. They're made up of E267s, TWDF-2s and AV-8s, none of which pose any real problem.

MISSION 4

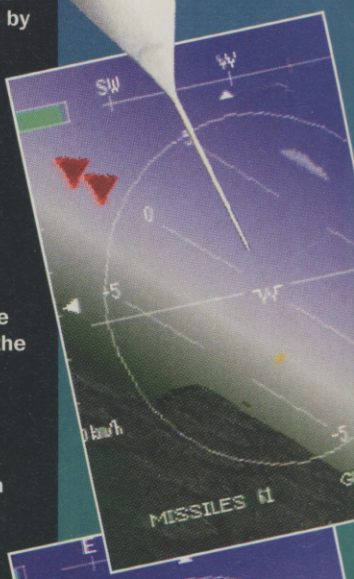
You've two objectives in this mission. First take out the enemy communication centre protected by a few guns, two F-4s and two TNDF-2s. Easy, but the second objective is much tougher. Destroy an enemy headquarters protected by guns aplenty and two speedy MIG 32s and an F-15. The enemy headquarters is well sheltered by surrounding buildings, so be careful not to crash into any!

MISSION 5

Take out the central oil refinery plant and surrounding airfields. There's only a couple of F14s in the air to worry about but plenty of well secluded and deadly gun emplacements on the ground. Keep an eye on your fuel and missile levels too, it's easy to run low on both here.

MISSION 6

Two mining resource areas and the plant itself need to be taken care of. The resource areas are protected by two F-16s and two MIG 31s respecti-vely. These fast planes can be difficult to shake off once on your tail so try and take them out early on. The mining plant is protected by two SU-27s and two F117 Stealths which don't show up on radar but are weakly armoured and not a threat. The plant is very well protected by guns so keep your speed up and missile the primary targets from a distance.



MISSION 7

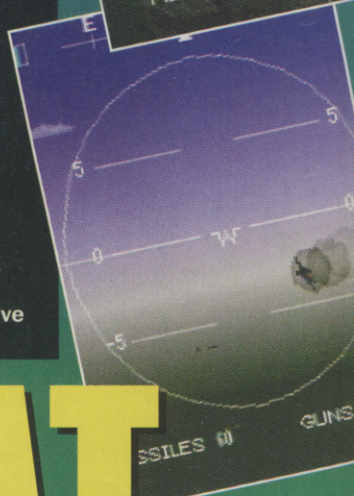
Quite tricky this. You need to fly down a narrow ravine and take out a radar system at the end. Use the external view and a slow but manoeuvrable plane like the A10 for success. Make sure you take out the five RAH 66 helicopters along the way or they'll get behind and missile you.

MISSION 8

Another long mission. First take out the two B-1 and three B-2 bombers which are protected by a couple of speedy MIG 29s. These bombers take more than two hits so don't fly off before they're dead. Now proceed to the ravine, turn to 9pm, break and swing 180° to 3pm. Enter the ravine slowly and try and take out the five ground targets on your first go since it's a pig to return in the other direction! Watch out for the circling YF23 and take it out if necessary.

MISSION 9

Take out the facilities in the port while watching out for the heavy air cover in the shape of two F/A18s, two MIG 29s and two R-COLs. Once you've destroyed the facilities, fly through the ravine,



ACE COMBAT

blast the ground targets while taking care not to hit the swinging cranes! Finally, take out the docked sub. It's packed with missiles so stay away and give it some of your own missiles from afar.

MISSION 10

An escort mission. Keep the escort in your sights wherever possible and take out the two approaching F-14s and F-15s. Don't get drawn away from your escort or he'll be shot down. For extra points take out the ground targets.

MISSION 11

Stop the enemy from recapturing your port by taking out a wing of stealth bombers. Don't get too close though, or you'll risk being hit by huge chunks of falling shrapnel. And don't allow the lone MIG 29 to get behind you 'cos he's very trigger happy.

MISSION 12

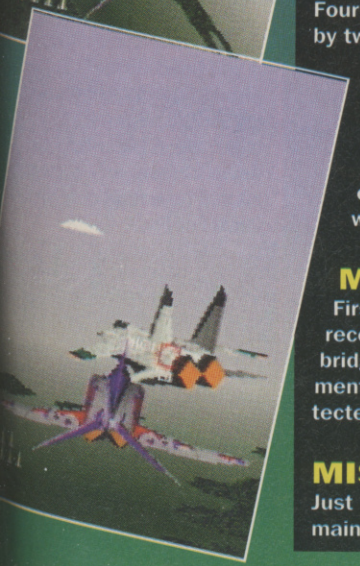
Arguably the toughest mission. Four ships plus a huge aircraft carrier have to be taken out. They're laden with missiles and guns, so try not to get very close. It's best to make repeated flights over them at top speed and destroy them bit by bit. It's not that easy to do, though, as the ships are protected by E-4s to the west, F-14s to the north and EF-2000s to the east. It's imperative that you take out at least some of these planes or they'll get behind you and pummel you with missiles. Being sea based there are no ref points in this mission so keep a watch on your map at all times.

MISSION 13

A simple recon mission. Take out two YF23s and an F-15 and some ground-based fuel dumps. Score bonus points by taking out the grounded bomber.

MISSION 14

Four targets here. A solar power station protected by two SF-33s, a refinery and facilities guarded by two A-10s, another solar power station protected by two YF-22s and a fuel base protected by two SU-27s. The planes present little problem, so stick to the task at hand and watch out for the numerous deadly gun emplacements instead, and take them out whenever necessary.

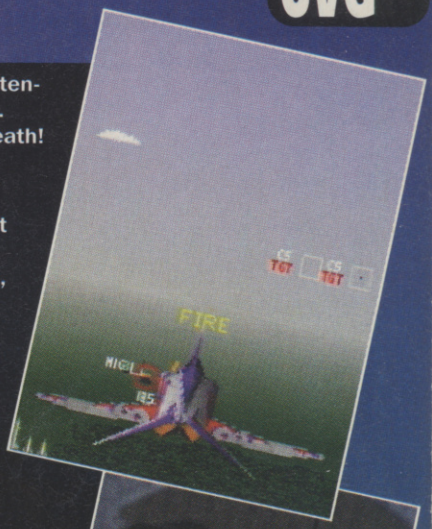


MISSION 15

First take out the two SF-39s and two F-14s on recon or they'll tail you later. Now take out the bridge, watching out for the heavy gun emplacements and two F-22s. Finally destroy the less protected airport while avoiding the covering F/A-18s.

MISSION 16

Just like mission seven except the end target is the main enemy base. Use an A-10 and external view again and pay close attention to the sharp turns. One mistake means death!



MISSION 17

The final task. Take out the huge enemy plane but don't get too close, this mother is packed with missiles! Ignore the other aircraft and concentrate on the biggie, you've got just enough missiles to destroy it.

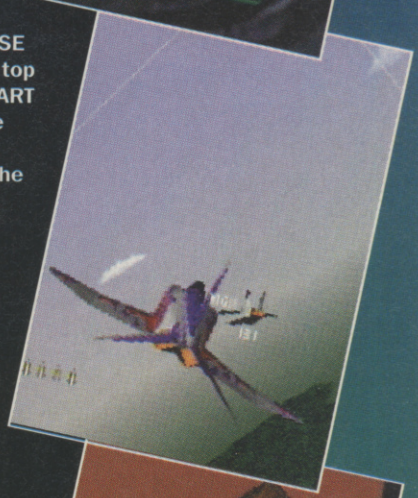
GENERAL TIPS

SKIP MISSION OVERVIEW

Skip past the Japanese intro text by pressing TRIANGLE and START together.

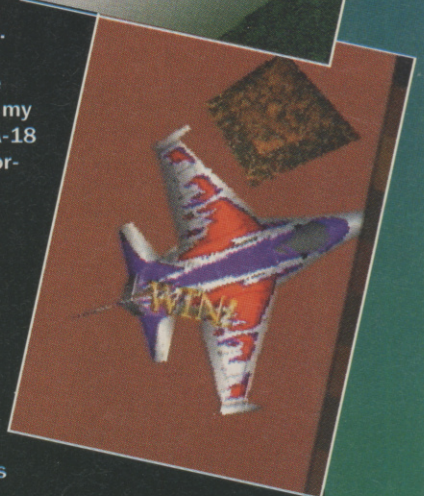
REMOVE CAPTIONS

During a game, hit PAUSE and press either of the top SHOULDER buttons. START the game again and the Jap text that appeared down the right side of the screen will have disappeared, giving a more panoramic view of the proceedings.



WHICH WINGMAN?

Wingmen are fairly useful as they draw enemy fire and planes. Pick a wingman in a fast plane and pay the extra for a veteran. In my opinion Rhio in the F/A-18 delivers the best performance for price.



AND FINALLY...

Get close and waste baddies with the cannon, it's more satisfying than taking them out with a missile! And don't play on Easy mode, 'cos it's just that!

The Complete Guide

CHEAT MODE

PLAYSTATION

TOH SHIN DEN

Here's a move you won't have seen in the manual. Perform this with Sho and it's almost certain that your opponent will lose most of his energy and suffer total humiliation. It's quite complicated but basically pressing Circle, Triangle, Square, X, L, R, L, R, Triangle will cause Sho to bend over and chunder out a cloud of burning march gas from his backside. Great, eh?

PC

RISE OF THE TRIAD

TOOSAD – God mode
CHOJIN – Invulnerable
GOTO – Level select
SIXTOYS – Special items
FLYBOY – Fly
BADTRIP – Speaks for itself
BOING – Elastic mode
GOOBERS – Restart level
WHACK – Damage
SPEED – Auto Run
PANIC – Restore everything to normal
DIMON – Light fading on
DIMOFF – Light fading off
LONDON – Fog on
NODNOL – Fog off
GOGATES – Quit
GOARCH – Teleport to end of level
GOTA386 – 386 mode
SHOOTME – Bullet proof armour
BURNME – Fire proof armour
LUNGDUNG – Gasmask
HUNTPACK – Full equipment
86ME – 8086 mode
REEN – Re-enter level
JOHNWOO – Two pistols
PLUGEM – MP40 gun
VANILLA – Bazooka gun

HOTTIMES – Heat-seeker gun
BOOZE – Drunk missile gun
BONES – Flame wall gun
FIREBOMB – Firebomb gun
SEEYA – Hand of god
RIDE – Ride those missiles!
WHERE – Location

These codes work on the registered version only.

RECORD – Record a demo
STOP – Stop recording
PLAY – Play back demo
SPLIT – Split missile mode
WOOF – Dog mode

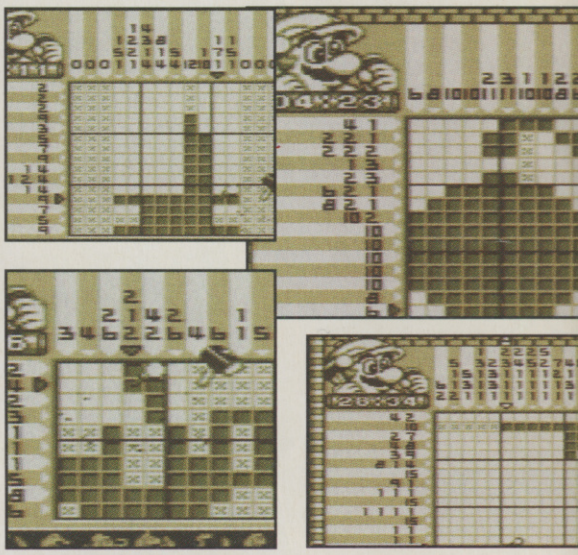
Many thank yous go out to:
Michael Beddow, Belper

GAME BOY

MARIO'S PICROSS

The only game to score a CVG Gold! last issue was Nintendo's teasingly good, Mario-starring (well his mugshot appears on the playing screen) puzzler, and here are some tippettes on how to do rather well...

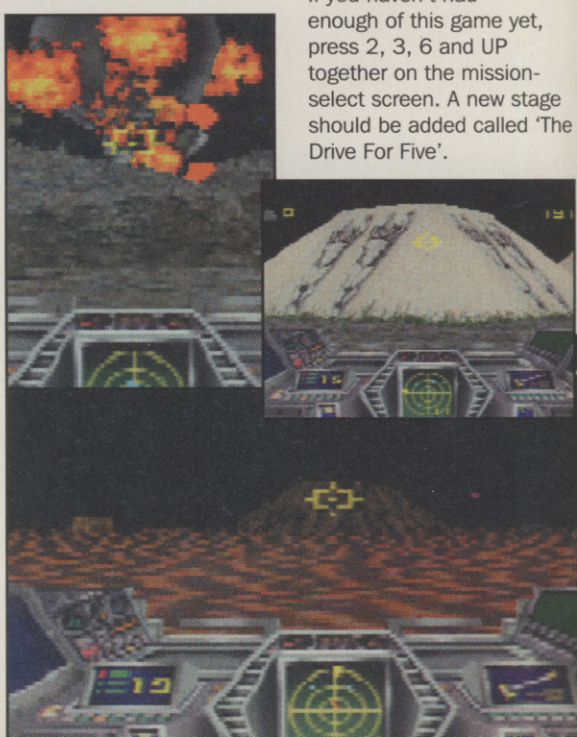
1 To start with fill in all the complete rows first, also mark any rows which don't require chipping with Xs to stop you accidentally chipping later.
2 Next take a look at all the obvious spots for blocks and chip these and again if you can see an area that shouldn't be chipped put an X down.
3 Never guess! Always check to see if you can chip, if you're not sure wait as everything will be confirmed as you play.
4 Always put an X after a group of blocks as there is always a gap.
5 When using the hint try and stop it along the sides of the grid.
6 If time is running short make a sketch of where you've got to so that you don't need to start from scratch.



JAGUAR

HOVERSTRIKE

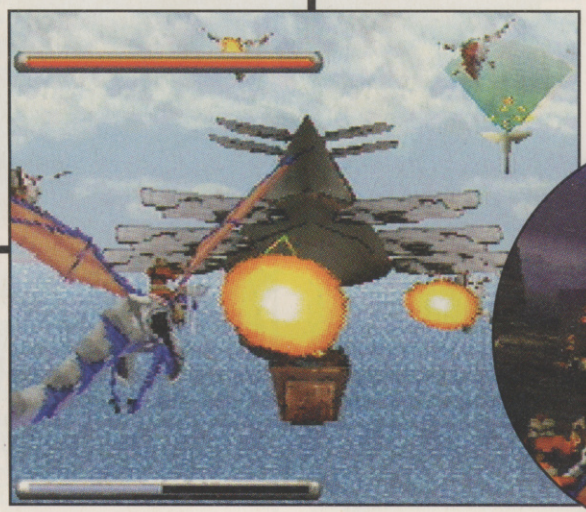
If you haven't had enough of this game yet, press 2, 3, 6 and UP together on the mission-select screen. A new stage should be added called 'The Drive For Five'.



MEGA DRIVE

STORY OF THOR

To begin the game with the best characters, go to the title screen, hold down B and press START. There's also a sound test if you press B and START on a blank diary page.



CLOCKWORK KNIGHT

OK, so if you need this stage select cheat you must be pretty rough when it comes to playing games. Anyhow, on the title screen where it says 'Press Start', press LEFT, UP, RIGHT, DOWN, RIGHT, RIGHT, UP and R.

If that's still not enough of a help for you, on the same screen try entering UP then RIGHT nine times, DOWN six times, LEFT seven times and Z, X, Y, Y, Y and Z. If you've got it right you'll hear the opening song play and when you start the game you'll have 999 lives.

SECTOR SATURN

DAYTONA USA

So, a car isn't good enough for you, is it? Well how about a horse? Go to the options screen and set the difficulty level to NORMAL. Then play the game in Saturn mode and come first on the Beginner, Advanced and Expert tracks. Now if you keep scrolling the car list you'll find that you'll be able to select a horse which comes, rather handily, in Manual and Automatic options.

PANZER DRAGOON

Set the Saturn for German (on the set-up screen when you haven't put a CD in), then load the game. On the title screen press UP, X, RIGHT, X, DOWN, X, LEFT, X, UP, Y and Z. Now when you play the game you'll find you're just flying through mid-air minus your dragon.

To play the game with Afterburner-style barrel rolls, press START on the title screen and rotate the D-pad clockwise three times. If you get it right the words 'Rolling Mode' will appear. Now when you're playing the game simply press diagonally twice in any direction to roll.

Finally, if you find the game too easy, try this. Press START on the title screen and when the Normal Game and Options settings appear, press L, R, L, R, UP, DOWN, UP, DOWN, LEFT and RIGHT. Now, when you play the game you should find it blasts along at a ridiculous speed.

If you fancy playing without a rider set your Saturn to German again and, in the same place as the dragonless rider cheat, press LEFT, LEFT, RIGHT, RIGHT, UP, DOWN, UP, DOWN, L and R.

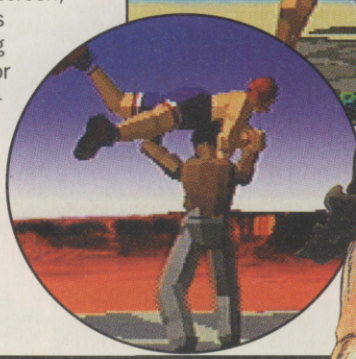
VIRTUA FIGHTER

Dural

To play as Dural, go to the character select screen and press DOWN, UP, RIGHT, A+LEFT. And that spells Dural and that's who you're going to play.

Hidden Options

OK, this is an easy one. Press UP 12 times on the title screen, then go to the options screen. Keep pressing DOWN and your cursor will vanish off the bottom of the screen. Then press any button to call up a whole new set of options such as stage select and variable ring sizes.

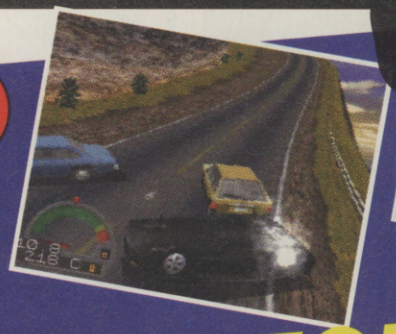


THE ULTIMATE GAMES CHALLENGE

PART 2

We're still going through the responses from last month, so expect to see the first Game Lord chart appearing next issue. In case you've got the memory of a jellyfish, let us remind you that this is the page where you get to prove just how good you are at games by completing the tasks we set you. All you have to do is prove you've completed the challenge through the criteria we've set. Then, if you're good enough you'll be admitted to the hall of fame and, ultimately, take part in the games challenge here in the CVG offices to prove who is the Game Lord of 1995!

1 NEED FOR SPEED



We want to find out just who the fastest, meanest, hardest driver is in this, one of our fave 3DO games. The track is the City and we want you to send in a pic o what your record time on this track is. The fastest will be heading straight into the hall of fame.

2 INTERNATIONAL SUPERSTAR SOCCER

Hmm, so you think you can play a bit of football, eh? Perhaps you reckon you can get a bit of a decent score playing as Iran against Brazil? That's your challenge and, remember, we can tell if you've cheated and played the game in two player mode!

PROVE IT!

Remember, we've played all these games to death and can tell straight away if you've been cheating. To prove you've completed the challenge we'll need either photographic or video evidence unless stated differently in the challenge.

The pick of the gamesplaying bunch will then go on to compete for the title of Game Lord of 1995 where they'll face off against the other competitors and then go head-to-head with us to prove that they can cut the mustard when it really counts.

Send your entries and suggestions for challenges to: **CVG Ultimate Game Lord Challenge, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.**

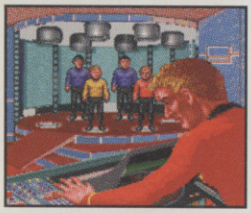
LAST MONTH'S CHALLENGE

1. Complete level 13 of Doom using no weapons, just your bare hands.
2. Finish Panzer Dragoon with 100% hit ratios on all levels and tell us what happens next.
3. We're after the best sub-16 second times on the first course of Daytona.
4. And, if you can do a double flawless against Shao Kahn in MK2, we want to hear from you.

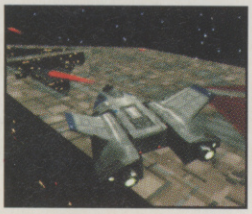
chart attack with HMV

all format top 10

1 ✪ Star Trek TNG: A Final Unity
■ MicroProse ■ PC CD-ROM
Trekkers and adventure game nuts alike with love this – it's closer than any film or TV tie-in has come to keeping the fans of a show happy.



2 ✪ Wing Commander 3
■ EA ■ 3DO
The third instalment and an excellent conversion to the 3DO for what is probably the best interactive movie game yet. Stars none other than Mr Mark 'Skywalker' Hamil, who is also set to return for WC4



3 ✪ Fever Pitch
■ US Gold
■ SNES & MD
Finally a soccer game for the Loaded crowd, very arcadey and very fast and the Mega Drive is the best version.

4 ✪ Street Racer
■ UbiSoft ■ Mega Drive
In its Mega Drive form this game isn't as good as its SNES counterpart, but it's an excellent racer nonetheless.

5 ✪ FX Fighter
■ Philips ■ PC CD-ROM
A formidable effort from Philips to produce one of the best and most up-to-date beat-'em-ups on the PC market.

6 ✪ Hi Octane
■ Electronic Arts ■ PC CD-ROM
Bullfrog keep their fans happy with yet another stunning 3D experience – this time it's a head-to-head killer race game.

7 ✪ Full Throttle
■ Virgin ■ PC CD-ROM
Those graphical geniuses at LucasArts have managed to come up trumps with this

8 ▲ Dark Forces
■ Virgin ■ PC CD-ROM
Not as much blood as Doom, but in the same genre and lots of Star Wars types shooting at you.

9 ✪ AIV Networks
■ Ocean ■ PC CD-ROM
The only game on the shelves that comes close to catching Sim City 2000 – and plenty of people reckon it's better!

10 ▼ Super International Cricket
■ Nintendo ■ SNES
Finally a cricket game gets released on the Super Nintendo, and a pretty good attempt at simulating the sport it is too.

key ● non-mover ▲ move up ▼ move down ✪ new entry

HMV KNOW HMV · KNOW GAME

She may have had a thirst for knowledge, and studied art at St Martin's College, but I bet she can't predict what's going to be number one in the all formats games chart, eh? Can she? Eh? Eh?

md top 5

1 ✪ Street Racer ■ UbiSoft
2 ▲ Brian Lara ■ Codemasters
3 ● Fever Pitch ■ US Gold
4 ✪ PGA Tour 3 ■ Electronic Arts
5 ▼ FIFA Soccer '95 ■ EA

snes top 5

1 ✪ Int. Cricket ■ Nintendo
2 ✪ Fever Pitch ■ US Gold
3 ▼ Illusion of Time ■ Nintendo
4 ● Street Fighter 2 ■ Nintendo
5 ✪ Indiana Jones ■ Virgin

gb top 5

1 ✪ Zelda: Link's ■ Nintendo
2 ● FIFA Soccer ■ THQ
3 ● Donkey Kong ■ Nintendo
4 ● Tetris 2 ■ Nintendo
5 ● The Lion King ■ Virgin

gg top 5

1 ● Mortal Kombat 3 ■ Acclaim
2 ▼ FIFA Soccer ■ EA
3 ▲ Pete Sampras ■ Codemasters
4 ▼ NBA Jam TE ■ Acclaim
5 ▼ The Lion King ■ Sega

jag top 5

1 ● Iron Soldier ■ Atari
2 ● Hoverstrike ■ Atari
3 ▲ Doom ■ Atari
4 ▼ Theme Park ■ Atari
5 ▲ Alien Vs Pred ■ Atari

pc top 5

1 ▲ Star Trek ■ MicroProse
2 ✪ FX Fighter ■ Philips
3 ▼ Full Throttle ■ Virgin
4 ✪ Hi Octane ■ EA
5 ✪ Dark Forces ■ Virgin

imports

1 ● Tekken/PSX ■ Namco
2 ● Ridge Racer/PSX ■ Namco
3 ● Jumping Flash/PSX ■ Sony
4 ▲ Daytona USA ■ Saturn
5 ✪ Ace Combat ■ Namco

amiga top 5

1 ● Ultimate Soccer ■ Daze
2 ● Sensible World ■ Virgin
3 ● Man Utd ■ Krisalis
4 ✪ Colonization ■ MicroProse
5 ▼ Super Skidmarks ■ Guildhall

3do top 5

1 ✪ Wing Commander 3 ■ EA
2 ● Slam 'N' Jam 95 ■ BMG
3 ✪ Syndicate ■ EA
4 ▼ Hell ■ GameTek
5 ✪ Return Fire ■ 3DO

Look, we ran out of space, alright? It's not that we got anything wrong on the last next month page, it's just that we've only got a limited number of pages which we have to cram a hell of a lot of stuff into. Got that? Anyhow, here's what we're trying for next month...

NEXT MONTH

DESTRUCTION DERBY

All things being well and good, and barring natural disasters we should be bringing a whopping great review of this amazing Psygnosis racing game. Is it really better than Daytona and Ridge Racer combined?

THE SNES IS DOOMED!

You've seen the preview now check out the review. Is it as bloody as the PC? Will the cacodemons have you brown-staining your pants again? Find out next month.

PLAYSTATION LAUNCH!

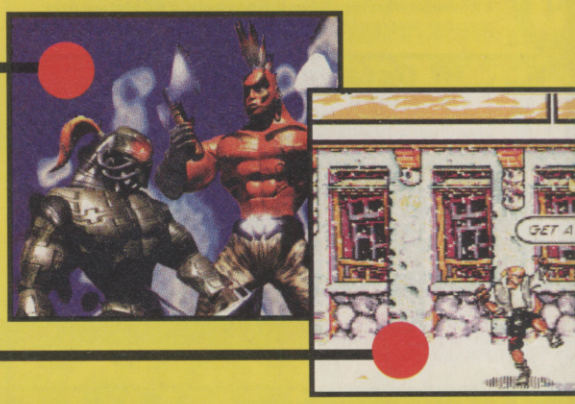
By the time you see our next issue, the PlayStation will be on the shelves and we'll be bringing you a low down on all the releases and the big name games coming to the UK before Christmas. If you're after a PlayStation, you can not afford to miss this.

KILLER INSTINCT

Maybe a review, maybe not. It all depends you see? You'll just have to get hold of a copy of the next issue to find out, won't you? And that isn't a cheeky way of making you buy us next month, it's the truth, honest.

COMIX ZONE

A full review on what we reckon to be one of the best Mega Drive titles this year. We reckon it'll be worth buying if you don't have the cash to afford a new console.



AND LOADS OF STUFF

Yes! Even more 'stuff' next month. There's going to be so much 'stuff' that we don't even know what it's going to be yet. But rest assured, it'll be the usual mixed bag of Next-Gen exclusives, breaking news stories and all the other wonderful odds and sods which make CVG the best all-round games magazine ever.

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